

FIRST ISSUE: THE REVOLUTION STARTS HERE!

# PSM



**PSM STICKER  
FREE INSIDE!**  
*Customize your PlayStation!*

**100% independent PlayStation Magazine**

**It's  
HERE!** **FINAL  
FANTASY VII**

**10-Page Guide  
+ Pull-Out Tip Card!**

**16-PAGES:  
EVERY  
PlayStation  
Code EVER!**

**MIND-BLOWING**

**Crash 2  
Blasto  
Gex 2  
Castlevania  
Tomb Raider 2  
GameDay '98  
Madden '98**

**imagine**



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You can actually hear your pupils dilate.



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THE POWER OF PLAYSTATION™

# JERSEY DEVIL



- Multiple open 3D environments, tracks and rides
- Tons of action and puzzles
  - 20+ moves
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# THE BEAST IS LOOSE

"...looks to be one 'damned' fine game, and should prove one of the 'hottest' titles we'll see this fall season"  
*P.S.X. August '97*

"The game uses large 3D levels in a variety of unique styles [...] filled with traps and enemies that pose a serious challenge to the player"  
*Next Generation Online May 15th '97*

"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."  
*PS Extreme July '97*

## JUST TRY MESSING WITH HIM!

[www.malo.com](http://www.malo.com)

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3-D shooter!"**

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- Next Generation Online



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providing more fun than the last.



THE ULTIMATE COMBAT CHALLENGE you need this  
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10 COVENANTS WITH THE MOST ATOMIC KILLING

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Developed by Eurydice

Windows™ 95  
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## 16-Page Special: Every PlayStation Code! ▶ pg. 83 ◀

We've searched everywhere to compile the end-all-be-all PlayStation Code Bible—16 pages of pure cheater's heaven! Within these pages you'll find codes, tricks and passwords for every PlayStation game imaginable.

## Know Your PlayStation!

▶ pg. 60 ◀

Think you know all there is to know about your system?

Then check out our expansive report on everything PlayStation, and prepare to be surprised!



## Felony 11-79: The Getaway Driver's Handbook

▶ pg. 82 ◀

With our escape maps and pro advice, the cops'll never get their hands on you!



## COVER STORY



## Final Fantasy VII 10-Page Guide!

The biggest PlayStation game of the year is finally out, and we've got all the expert info you need to get you started on your adventure! Be warned though—our strategy is so complete, you'll only want to peek at it when you're really stuck. You may spoil the game for yourself!

▶ pg. 68 ◀

## Ace Combat 2: The Skills to Make You an Ace

Before you're ready for the real thing, you gotta go to school

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The latest codes for all of you addicts

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## reset ▶ pg. 113 ◀

A sneak-peek at what's gonna be hot for next month

## GAME INDEX

We've got loads of great new PlayStation games for you to see. If you're half as excited about the PlayStation as we are, then there's no time to spend! Just use the list below to go directly to the games you're interested in!

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## The Top 25 PlayStation Games of All Time! ▶ pg. 28 ◀

The votes are in, and we've got your top 25 favorite PlayStation games of all time! Who made number-one? See for yourself.

your complete source for all the latest in  
playstation news, topics, and 32-bit culture

These days, daily news is only a click away  
on the Internet. But what you can't get online  
is PSM's exclusive in-depth coverage, with  
more details and extra info. We dig deep to  
find the real story behind the headlines.

## E3: PlayStation K.O.s the Competition

### At the E3 show, PlayStation thrashed the competition with an unbeatable lineup of games



A Sony's Rapperware The Rapperware  
in the house, with only on hand



**I**f you're a hardcore gamer, then there's no better place to be than the annual Electronic Entertainment Expo (E3) to those in the know. It was held in Atlanta this year for the first time, from June 18th through the 20th. E3 is like dying and going to videogame heaven. The seemingly endless showfloor is packed with outrageous booths from every game company, each with its fair number of obligatory videogame babes. Everyone who's anyone is there, from top videogame designers to film and sports celebrities. The drinks are free, the parties are wild, and best of all, you get to play countless new games months before they hit the stores! Since the average consumer isn't allowed in, we here at PSM took it upon ourselves to go to the show, play the games, go to all the parties, and meet the models, just so we could come back and tell you, our beloved readers, about everything that went on... O.K., so we're full of crap—they had to drag us back to the office!

### Sorry, Nintendo

The day before the show began, Nintendo held its traditional pre-E3 press conference, and we here at PSM decided to stay by and scope out PlayStation's main competition. Friends, it wasn't pretty! For about two hours, we had to sit through the saddest presentation ever! First off, Nintendo executives kept looking out sales numbers, pie charts, and fancy graphs in an attempt to show how successful they were last year. But in every single one of their presentations, they added in PlayStation's sales numbers to get those stats and hide their own figures! They kept talking about the "success of the next-generation platform" to make Nintendo 64 look good. They knew if they were to talk strictly N64, it would become apparent that PlayStation was giving them a royal butt-kicking. Instead, we here at PSM didn't have anything against Nintendo personally—it's just that some great games in the past. Let's just say that right now, we're really glad we bought PlayStation!

### Sony's Best-Ever Lineup of First-Party Games

Now that we've gotten the ugly stuff out of the way, let's talk about where the real action was—Sony's booth, of course! Within the boundaries of Sony's incredibly huge PlayStation area were undoubtedly the hottest games of the show. Playable versions of the U.S. *Final Fantasy VII* and *Parasite*

4 Lane Golf was all over the show, greatly displaying how best means to showgroom. Tomb Raider 2 did not disappoint.



A Sony's area was spectacular, and was packed with thousands of people, all waiting at early peak at the latest PlayStation titles.

The Rapperware was shown for the first time, and they were big crowd pleasers for the duration of the show. Based-new titles like *Cast 2nd* and *Shato* were also shown-off in spectacular fashion, each one displayed in its own specially-themed area of Sony's booth. A quick pop upstairs led to Sony's sports bar, where you could grab a drink and check out the '98 versions of NFL, GameDay '98, FaceOff, and MLB '98. Finally, the entire area was covered with rows of other playable games. These included bagpipe titles like *Jar Moss 2* as well as unheard-of new games like *Exodus*, Sony's new action mech game. Sony's booth also featured some prominent third-party titles, but let's save those for the following section.

### The Most and the Strongest Third-Party Titles

While Nintendo and Sega both suffered severely from a third-party drought, nearly every publisher at the show had something new on display for PlayStation. More than ever, the better games were Sony exclusives. Eidos, for example, has decided that it just isn't worth it to put *Tomb Raider 2* out on Saturn. Also, previous Nintendo-exclusive series like Capcom's *Mega Man* and Konami's *Metal Gear* and *Cashmere* have all selected to PlayStation. Finally, the few games that were previously thought to be exclusive to other systems, such as Capcom's *Street Fighter V* or *X-Men*, are for the most part coming to PlayStation after all.



## PERIPHERAL REVIEWS



**V3 RACING WHEEL**  
COMPANY: Interact  
AVAILABLE: Now  
MSRP: \$59.99

The V3 is packed with features. You can adjust the angle and height and stretch it to any table-top with its suction cups. Even better, you can rotate from the clutch by sliding on the handy wings on the bottom. Plus, it comes with rotating foot pedals. The wheel is completely programmable, so you can assign any button to the

foot pedals. Your settings will be saved for the next time you play. The steering is awesome—no wheel goes back to center and offers 360 degrees of rotation, more than any other wheel. This is the smoothest wheel available for the PlayStation, and is PSM's top choice.

★★★★★



# The Best of the Best

Tens of great PlayStation games were on display, but we've managed to narrow the list down to our top six picks.



**Final Fantasy VII**  
Even though most people had already played the Japanese version, *FFVII* still astounded the most respect among the press and buyers alike.



**Metal Gear Solid**  
Even though this game wasn't playable, the videotaped footage *Franklin* broadcast us. Could this be the 1998 Game of the Year?



**Tomb Raider II**  
More puzzles, more mazes, more weapons, more fun. Any questions? Play. *Eidos* had a small army of nifty traps at its back.



**Resident Evil 2**  
We've got to get our hands on a shotgun and kill as many zombies like *Metal Gear*. There wasn't a playable copy, but the videotape ruled.



**Counterstrike: Symphony of the Night**  
We really can't stress enough how amazingly good this game is. If you still don't believe us, check back next issue for the full story.



**Crash Bandicoot 2: Cortex Strikes Back**  
The first *Crash* was good, but the sequel ruled. We couldn't put it down or Sony's big CD party even when *Best Play*ers came out to play!

## Sony's Dominance by the Numbers

**S**ony released the latest PlayStation sales figures just before the E3 show. Although everyone here at PSM knew the PlayStation was king, even we were surprised by the system's complete and utter dominance of the market! Below you'll find the more interesting facts and figures included in Sony's statement—if you're into NSA, you might want to skip to the next page. If you've got a Saturn, we suggest you leave the room...

**Number of PlayStation shipped worldwide (as of 6/30/97)**  
Japan: 7.5 million  
Europe: 3.7 million  
North America: 4.8 million  
Worldwide: 16 million

**Number of PlayStation software units shipped worldwide (as of 6/30/97)**  
Japan: 18 million  
Europe: 25 million  
North America: 33 million  
Worldwide: 76 million

### Other Fun Facts:

- Number of PlayStation manufactured per second: 1.6 million
- PlayStation software-to-hardware ratio: 3 to 1 (ratio of most-generation products)
- Average software price:
  - PlayStation: \$69
  - Nintendo 64: \$59
  - Saturn: \$47

- Number of games in the top 100 (Jan. - May 1997):
  - PlayStation: 95
  - Nintendo 64: 14
  - Saturn: 10

- Number of games in the top 25 (Jan. - May 1997):
  - PlayStation: 11
  - Nintendo 64: 5
  - Saturn: 0



MONITOR

There are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► Even with the strong budget cuts in MCA, industry high hopes exist of new \$25 million a year package. While denying the company may help get a little, Apple will almost certainly be a very successful launch partner for the new G4 in 2002.

► Finally, the idea of creating a new PlayStation 3 console is still a long way off. The company is still in the process of developing the PlayStation 3 console, but it's not clear if it will be a new console or just a new version of the PlayStation 2.

► While E3 was considered a great success by many industry insiders, working behind the scenes of the show was a different story. The show was a success, but it was also a very difficult one to put together. The show was a success, but it was also a very difficult one to put together.

► It is also worth noting that the E3 show was a success, but it was also a very difficult one to put together. The show was a success, but it was also a very difficult one to put together. The show was a success, but it was also a very difficult one to put together.

► Final Fantasy VII will not be released in any format other than the original. Sony has decided to keep the game as it is, and the game will be released in its original form.

► A new PlayStation 3 console has been released, with a smaller form factor and more powerful features. The new console is a great addition to the PlayStation 3 line.

(Continued on pg. 55)



**BIO GRIP**  
COMPANY Nylon  
Wristband  
PRICE: \$24.95

What is it exactly? It's a wristband with a light stick, and it's definitely not a useful gaming stick. Oh, I know what it is: a really awkward piece of crap! The physical design of the Bio Grip is a nice, but the wristband is a pain. It's a pain to use, and it's a pain to use. It's a pain to use, and it's a pain to use.

suppose it may loosen up over time, but I'm not sure if gamers would be willing to lose at their game a little bit. Don't try, because by its appearance, the stick is not very good, and it's a little bit of a pain to use. The Bio Grip is a pain to use, and it's a pain to use.

# What's up with PlayStation 2?

Everyone wants to know—when will Sony decide to upgrade?

**A** lot of rumors have been circulating recently about a possible new PlayStation console. While Sony has denied its existence, the so-called PlayStation 2 is still getting a lot of attention from both gamers and the media. Since no concrete information has been released yet, we thought we would come up with a few things that Sony should definitely address in its next generation system.

The first is, of course, the CPU. A leap to a 64-bit processor would allow for faster computational abilities and rendering speeds. Backgrounds and characters could be displayed more swiftly and at a much higher resolution. Add to that a separate powerful graphics processor (hopefully 32-bit based), and you've got the perfect match for a killer system.

Next comes memory, which is one of the greater problems with the current PlayStation. With only two megabytes to work with, designers are limited to how many textures and animation frames they can load at a time. If this amount was increased, to say 8MB or more, games such as *Timb Rider* would be able to have even more varying and high-resolution textures. Companies like Capcom could also be able to leave a lot more frames in when porting over their latest fighting game.

Since Sony is having such a great success with CD-ROMs, there is no point in not continuing to use them. The double speed drive of the current model will certainly have to be upgraded, possibly by a quad speed model. If Sony is smart, it'll try to get the fastest drive possible. An fix model would do wonders for loading times, and it would let larger amounts of game data be transferred on the fly. If the size of the CD-ROM buffer can be increased as well, then "Now Loading" screens would definitely become a thing of the past.

It's exciting to think of what games will be possible on the new system, but it will be a while before we actually see any of them. Gamers shouldn't worry though, the current system still has a lot of untapped potential in it. With games like *Metal Gear Solid* and *Resident Evil 2* coming out in the upcoming year, the PlayStation should still be able to continue to surprise us gamers. And with over 16 million units already shipped, Sony is certainly not going to abandon its 32-bit nest egg. When it

does finally decide to release a new system, we're sure gamers will be overjoyed. But don't look for that to happen until at least Christmas '96 (if you believe the rumors).



a 64-bit processor would allow for faster computational abilities and rendering speeds

## NOTES

14 continued from pg. 14

► Sony's own CD-ROMs, an upgrade to double speed drives, would be a great idea for future releases.

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## ROOM FOR IMPROVEMENT

**S**ince graphics are the first thing you notice in a game, Sony's next console must definitely have the capacity to handle large numbers of polygons and high-resolution textures. A powerful graphics chipset is a must, as it helps to take a lot of the processing load off the CPU. While Sony has not released any information about what chipset it will be using, one possibility could be 3Dfx's. Very popular in the computer gaming world, 3Dfx's voodoo chipset has taken PC graphics to a whole new level. It certainly should be able to do the same for the world of console games.

**P**



in the PlayStation version of *Tomb Raider*, Lara Croft is a more powerful character.



A Sony next console could easily produce graphics as good as this. Notice how sharp the textures are, and how well the lighting is rendered out the edges. All courtesy of the 3Dfx chipset.



**GPX-1000**  
COMPANY: SONY  
RELEASE DATE: End of July  
PRICE: \$29.95

Most peripherals are game-specific: right sticks, light guns, steering

wheels, and so on. That new, no one really considered the RPG fan. 3Dfx's Gpu is a one-handed, fully programmable controller specifically designed for left-handed and ambidextrous gamers. The programming interface lets you assign the buttons to any configuration, and the analog stick has a conforming ergonomic layout. The X and Circle buttons are located below the pad for

your index finger. The Triangle and Square buttons are located on both sides of the D-pad, for right and left. A new touch is the rubber grip on the bottom of the pad that prevents it from slipping out of your hand. Any hardcore RPG gamer must get this controller. It's pretty useful for golf games, too. ★★★★★

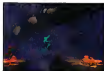
**P**

In other games enemies are evil.  
In Oddworld, they're moody, territorial, lazy, hungry,  
fickle, paranoid *and* evil.



If you don't know what makes other characters tick, they just might explode.

Sound Odd? Welcome to Oddworld.



scrabs ahey!



parasites on the prowl.



every slog will have his day



**A.L.I.V.E.**  
Awake. Unleashed. In  
Virtual Entertainment



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# RESIDENT EVIL 2: WHEN?!

What's the deal, anyway?

**S**ince its release in March of 1998, the first *Resident Evil* has become one of the most popular and top-selling PlayStation games of all time. Its mix of horror, action, and top-notch graphics was just what gamers were asking for. Well, Capcom hopes to hit gold for a second time with the eventual release of *Resident Evil 2*. Featuring even more chills and thrills, it has the potential to be one of the best games ever.

Capcom is working hard on making this sequel better than the original in every way. More graphics, longer and more balanced gameplay, and a larger variety of monsters are but of the few things that are going to be improved. Capcom is also constantly finding new things to add, which is part of the reason the release date has slipped several times. Originally set for the Christmas season, the game has now been postponed until at least the first quarter of '99. Capcom is simply refusing to release it until it is perfect, which is a great thing for us gamers. We'll just have to be patient.

In the meantime, a special version of the first game, *Resident Evil Director's Cut*, features three different versions of the original game plus a special surprise, a playable demo of *Resident Evil 2* (see page 28). It's an awesome collection, and it will certainly help to tide gamers over until they can get their hands on *RE2* next year.

**P**

# Net Yaroze Update

Your monthly source for the latest Yaroze news and reviews

**R**eleased only this year, the Net Yaroze is Sony's attempt at bringing console programming to a broader audience. Basically a low-level development system, the \$750 Net Yaroze includes the necessary tools and software libraries that aspiring developers can use to create their own games. The only other necessary piece of equipment is a PC or a PowerPC Macintosh, which is used for storing the actual game code. Knowledge of the C/C++ languages is also crucial.

Each month, we will go behind the scenes to provide the latest info about the Yaroze, as well as showcasing the latest games being developed. Surprisingly, quite a number of programmers have already produced game demos of extremely high quality. This month we spotlight on one such example.

**TITLE:** TERRA INCOGNITA  
**DEVELOPER:** TEAM RATAL  
**PROGRAMMER:** MITSURU KARIYAWA  
**ORIGIN:** JAPAN

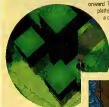
One of the first 3D adventure games developed for the Net Yaroze, *Terra Incognita* contains some of the quest-style elements found in RPGs with established platform-style gameplay. Multi-layered backgrounds, such as those found in *Virtual Worlds*, will deter gamers as they try to find the missing treasure within an allotted time limit. Talk about pressure!

Each area in the game has a particular challenge that must be solved to progress onward. This may require something as easy as successfully jumping onto a moving platform, or something a little harder such as positioning crates in order to reach a certain path.

Apart from standard abilities like jumping and sword attacks, the main character can pick up items, such as bombs, and use them to destroy obstacles. Unfortunately, there are only a limited number of items to be found, so using them correctly becomes one of the game's key strategies.

It's interesting to note that while *Terra Incognita* is pretty impressive, it is still only an early title for the Yaroze system. Given enough time, we could be seeing titles that closely resemble those created professionally. To find out more information about the Net Yaroze and download the latest game demos, check out these useful websites:

**The Official Net Yaroze Site**  
<http://www.sony.com/net/>  
**Yaroze Underground**  
<http://www.pacificcoast.net/~titus/>  
**Codemaster Yaroze**  
<http://205.152.58.11/Yaroze/>



Despite the necessary darkness of the Net Yaroze, Team Ratal has still managed to include a beautiful color to the game.



A little bit of detail has been put into the various 3D environments. Gamers will come across bridges, trees, and even ponds.



**ARCADE STICK**  
**COMPANY:** ASDI  
**RELEASE DATE:** July  
**PRICE:** \$29.95



ASDI's new joystick is straight-up arcade action. No fluff on this one, just a solid stick with killer response and smooth control. This design is very simple, with no extra features—this should appeal to the purists out there. The package is huge, kind of like the "My First Sony" for joysticks. The only drawback is that the layout

of the action buttons is more than equal to a standard. Because of this, it will take some practice to master moves. Overall, the stick is one of the closest ones you will find to real arcade action around and it is one of the most responsive sticks found on the PlayStation to date. ★★★★★

In other games you kill your enemies.  
In Oddworld, you make them do the killing for you.



Got some nasties to off? Why get your hands dirty? Possess one of them and let him do the blasting for you.

Sound Odd? Welcome to Oddworld.



see the slug, be the slug.



a quantum leap in gameplay



it's a hostile takeover.

**A.L.I.V.E.**  
Awake. Lethal. Inhabits. Virtual Entertainment.



**ODD WORLD  
INHABITANTS**  
www.oddworld.com



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## GOSSIP

You want more than just the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Well, look no further, because PSM always has its ear to the wall...

## No "Buzz" For U.S. Pads

Sony's new dual analog control pad is slated for release in the U.S. this September, but with one additional important difference—no vibration/feedback.

The new control pad, as it was released in Japan, offers feedback capable of a far more varied range. Supposedly, Sony had to remove this feature in the U.S. because another company owns the patent to the technology. However, other rumors speculate that Japanese laws with the pad after intended use—essentially the vibration, however slight, eventually causes the controller to break. As of yet, Sony has not commented on the issue. **P**



We're not endorsing the import market, but...

## PS Unreal Revived?

Epic Megagames' *Unreal* is the groundbreaking new PC shooter that's giving id's *Quake* a run for its money. The game's arrival on the N64 has already been confirmed, and rumor has it that Epic has done some early tests to see if it can work on PlayStation.

After several weeks of testing, the team at Epic (and DMA Design, who is doing the actual conversion) decided the PlayStation would have significant difficulty with *Unreal* due to the machine's lack of RAM. And so the issue was considered closed—or so it was thought.

New information from sources close to the project have indicated that another attempt is in the works at DMA's Scotland-based offices. Exactly what may have been sacrificed in the transition is unknown, and no one knows if DMA is having any more success this time around. Some rumors have pointed to a more simplistic geometry and potentially smaller levels, but testing has been confirmed as of yet. At press time, Epic could offer no comment on the matter. **P**



Can the PlayStation handle *Unreal*? Let's hope so.

## Lunar on PlayStation?

Following a rift with longtime ally Sega,

Working Designs may now bring the highly successful *Lunar* series over to the PlayStation. Rumoredly, the problems between Sega and Working Designs began with numerous conflicts between management at both companies. Things reached a boiling point when Sega told Working Designs that it didn't have room for them in its E3 booth, where Working Designs has bought space for the last several years. Working Designs brought the matter to the



attention of Sega of Japan (with whom it still has good relations), who then forced Sega of America to let them in. However, the space was booked far in the back, where most showgoers rarely went.

Since that time, Working Designs president Victor Belled has been outspoken in his criticism of the Sega of America management, while at the same time hinting that Working Designs' key franchises are likely to wind up on a "neutral platform." Instead has gone so far as to say that after the current Saturn projects are complete, there will be no future Saturn titles, lending further credence to the rumor. **P**

## Rumor Smasher

Where we put false rumors to rest, once and for all.

## No "PlayStation C" Upgrade

The "PlayStation C," Sony's rumored upgrade that would allegedly provide additional RAM and a faster CD-ROM drive, is pure fiction, stated by some members of the press. Sony itself has staunchly denied that any such upgrade was ever in the works. Furthermore, every developer PSM has ever spoken to about the prospect of a PlayStation upgrade has scoffed at the very thought, given the PlayStation's current design.

Exploring a little deeper, massive technical hurdles would have to be overcome considering that the Play-

Station is not really an "upgrade-able" machine. The proposed RAM expansion would somehow have to have a complete connection to the data bus, and none of the expansion ports (link and parallel) offer the required bandwidth. As for replacing the CD-ROM mechanism, Sony could hardly expect people to open their PlayStation, disconnect the power lead and data ribbon for the current drive, and then manually replace that unit with a newer, faster drive.

Finally, the thought of Sony legitimizing its user base would only jeopardize its current market leading position. So forget about it! **P**

## Lara Doesn't Do Nude Scenes

Shortly after the release of *Tomb Raider*, rumors hit the internet about a possible "nude" code. Many long hours were wasted, as love-sick gamers tried anything and everything to coerce Lara out of her clothes. Doctored pictures even began appearing on the net, featuring Lara in nothing but her birthday suit.

Care has long denied that any such codes exist, but the rumors just won't die. Trust us guys, Sony would never let anything like this get past them. So once and for all, please believe us—there is no nude code! **P**



Sorry people, but this skinny B-day announcement isn't the most you'll ever get to see of Lara.

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# The Japanese Get All The Cool Bonus Stuff

One of the biggest differences between Japanese and U.S. PlayStation games is that the Japanese versions come complete with full-color instruction manuals with cool illustrations, as opposed to the cheap black-and-white ones we get here in the U.S. Also, the PlayStation discs themselves have much more money put into them over in Japan, as seen by four-color designs for *Horned Owl* and *Castlevania X*. "Kins ya nai?" These four-color CD designs and full-color illustrations are slowly catching on here in the U.S., starting with big games like *Final Fantasy VII*. There are still some things that only our friends in Nihon will enjoy, however. Besides the color instruction books, some games like *Castlevania X* have extra goodies—like a music CD (complete with nostalgic videogame music from the classic *Castlevania* games), as well as an art book with original illustrations! *Horned Owl* even includes a sheet of stickers that feature the characters and other graphics. Hey Sony, we want more cool stuff over here!

▶ The new *Castlevania* comes with loads of cool stuff, including this killer book of the game's artwork.

▶ This sheet of *Horned Owl* stickers comes with memory card labels!



▶ When it comes to quality CD artwork, it doesn't really get any better than this.



▶ In general, the leaders of the scene with our much more, with full-color artwork and better designs.

## JAPERIPHERALS



Sony Computer Entertainment's transparent memory card went on sale for a limited summer release on July 17th in Japan. Sales were limited to 300,000. They were priced the same as the regular memory card at about \$17. *Konami* license to think not!

▶ A grip controller from HORI lets you play RPGs with only one hand! "Yohoho!" It has all of the functions of a regular controller, but it fits in the palm of your hand! In essence, you move with the heel of your thumb, and you can easily hit the X, circle, square, and triangle buttons with the top of your thumb. This leaves your index finger free for the accessible R2, R3, L1, and L2. ASCII has also come out with a similar peripheral for the American market.

▶ There is now a PlayStation converter that will let you attach a Sega Saturn or Super Nintendo controller to the PlayStation! This is especially handy for those who like to play *Street Fighter* with a Super Nintendo controller, but want to experience newer *Street Fighter* games like the upcoming *Super Street Fighter 2 Collection*.

## We Just Don't Get It

There's a fundamental difference between Japanese and American PlayStation fans. While both American and Japanese players crave stuff that's cool ("kawaii ee"), the Japanese also have more of a preoccupation with anything "kawaii", or "cute." Kawaii can range from the plaid-shirted *Gemini 2000* to the sugary-sweet *Doki Doki Pretty League*. It is the latter type of kawaii that is new and dear to the Japanese player. You can spot these games a mile away, as they're usually permeated with large, stony-eyed anime girls in school uniforms who have either blue, green, purple, or red hair. These girls are even featured in games of games normally targeted at boys, such as fighting games. One current example of this is the school-girl-fight game *Asuka 120% Excellent Burning Fast*. Also, simulation-dating games seem to be the reigning kawaii games



▶ The for really flies in Asuka 120% Excellent Burning Fast—uh, huh.



▶ A Backup-up with Doki Doki Pretty League—uh, yeah.

of late, such as *Tokimeki Memorial* or *Classmates 2*. In *Classmates 2*, you play a schoolboy going through his daily routine of going to class, playing sports, and, uh, trying to pick up chicks. With the exception of perhaps a *Pretty Sister Moon* brawl games don't seem to cut it Stateside—so except for import shops, you won't be seeing these anytime soon.



▶ *Tokimeki Memorial*—for those who will never ever score with a real girl.

# REVIEWS

this month's new games, professionally tested by the world's best playstation reviewers

## THE PSM RATING SCALE

**W** e here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it isn't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: If we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

## WHAT THE RATINGS MEAN!



A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!



A really well-done game. If you're a fan of the genre, you should definitely check this one out.



A really good game. It has its share of rough spots, but some redeeming qualities, so well.



Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.



Don't even make eye-contact with this one—it's not worth a second of your time.

## THIS MONTH'S GAMES!

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## Final Fantasy VII

Publisher: Sony Developer: Square  
Type: RPG Players: 1 ESRB: T Genre: 3

**W** hen starting *Final Fantasy VII*, Square was certainly under a lot of pressure. After all, the *Final Fantasy* series has always been immensely popular, and gamers have expected each release to be larger and more innovative than its predecessor. Luckily,



▲ While the fighting interface is basically the same, battles are now fought completely in 3D.

Square has pulled it off again: *Final Fantasy VII* is easily the largest and most innovative RPG ever created.

The story revolves around Cloud Strife, an ex-soldier living in the town of Midgar. Controlling the town and the rest of the world is the Shinra Corporation, which also happens to be Cloud's former employer. After finding out that Shinra has been ruthlessly draining the planet of its energy, Cloud decides to assist a rebel group called Aerithis in toppling it.

Hundreds of beautifully rendered backgrounds were created for the game, and they give each locale an entire sense of realism. Mostly a mixture of low-tech and futuristic building designs, the architecture of the *Final Fantasy* is unique, at the very least. Each town has its share of residents that the game's character's interact with. Some will aid Cloud, while others will attempt to stop him.

True to the series, the characters are the heart and soul of *FFVII*, with some fine-tuned storylines and countless sub-plots.



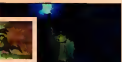
Even though the PlayStation is clearly the best videogame console on the planet, it's still going to have its share of clunkers. Don't worry, though—you're armed with PSM, so you'll always know the score.

The game interface in *Final Fantasy VII* will be very familiar to fans of the series. Attacks and spells are executed in their standard manner, so an item's a time meter is featured that, when filled up, allows the characters to attack. This provides a nice alternative to the standard turn-based fighting systems in most RPGs.

The "magic" idea of *FFVII* has been retained, as well, so it's been improved upon. Now called Materia orbs, they provide various enhancements and abilities for characters. Numerous orbs are scattered throughout the game, so an important strategy is knowing which orb to use at a particular time.

New to the series is a Limit bar, which increases every time your character gets hit during battle. When full, your character can perform a more powerful special attack on the enemy.

The *Final Fantasy* series has always pushed the limitations of the various consoles that it has graced, and *FFVII* is no exception. By using the 32-bit technology to its fullest, Square has created an experience nothing short of cinematic. Sweeping cameras, beautiful backgrounds, and a riveting storyline propel the gamer into another world that seems so real.



▲ *Final Fantasy VII* features some of the most impressive cinematic quality ever seen in a 32-bit RPG. These extraordinary spells are just a few examples.

The only real dent in the armor is the lack of a *Playbook* audio soundtrack. Basically, all of the game's music is played through the PlayStation's mid chip. While adequate, this doesn't seem to do the game justice.

Regardless, with over fifty hours of gameplay spanned over three discs, this latest installment of the series is certainly the best—it definitely deserves to have a place of honor in every PlayStation owner's collection.

► THE UNBORN ARE MURDER ► THE ADULTS ARE CLAUDE ► THE CHILDREN ARE THE ► PLAY IT IF YOU WANT TO BE A  
GUY

**PSM FINAL SCORE:**  
A STANDARD SETTING GAME NO GAMES SHOULD MISS



## Felony II-79

Publisher: ASCII Developer: Climax  
Type: Driving/Action Players: 1 ESRB: RP Desc: 1



A Austin Powers would call this car "stealthy," and John and Edward Hunt would definitely appreciate crashing head-first through a wall.

ASCII's latest software entry into the PlayStation library is a driving game with a significant twist: In *Felony II-79*, you must commit a crime in your car, and then flee the scene by any means necessary. Since you are the criminal, other cars, road blocks, and pedestrians are just minor obstacles (better yet, targets!) that can either be avoided or plowed straight through. In fact, you get extra money for taking these hindrances out.

You start the game with four different cars (an additional 18 vehicles are hidden in the garage). Each mode of transport has its own unique control dynamics and strategy, which are pretty realistic. The Vespa is great for avoiding obstacles but is very slow. Conversely, the truck is powerful and cumbersome, with the ability to make tight turns. Graphically, the three courses are vivid and interesting—the closest you can get to actual cities in any game to date. In each stage, you have a goal and a final overall destination. However, you can take multiple paths to get there. This is where a lot of the real fun happens—for example, you'll have to think quick and choose a new path on the fly when you get cornered by the poli-

ce jam ahead of you another first. Perhaps you'll decide to crash straight through the country club.

The one area the game comes up short in is replay value. Once you beat all three courses, there is really no reason to come back. All the hidden cars were added to combat this problem. Although they allow us to some degree, you are still left with just the same three areas to terrorize, which can only be fun so many times. *Felony II* is one of those games you can finish in a weekend, leaving you wishing for *Felony 2*, but it's still a worthy title for your library. One thing for certain, it's a welcome change from the standard "race-your-car-around-against-others" gameplay.

► THE GRAPHICS ARE VERY REALISTIC ► THE MUSIC IS HEAVY METAL-ROCK  
► THE CONCEPT IS THE BEST THING ABOUT IT ► IT'S FUN TO PLAY IT A LOT THE FIRST WEEK

## PSM Final Score:

A GOOD GAME, BUT IT COULD BE MUCH GREATER WITH MORE TRACKS



## Disney's Hercules

Publisher: Virgin Interactive Developer: Disney  
Type: Action/Platform Players: 1 ESRB: EA Desc: 1

While *Hercules* is not the first 32-bit Disney game (that would be *Pocahontas*), it is the first to be released here in the U.S. You, of course, take the role of the heroic Hercules. You must guide him on a quest to rid the world of the nefarious Hades. Through 10 lengthy levels, gamers have to face off against numerous minions like the giant Cyclops and the multiheaded Hydra.

To seasons this game from the myriad of side-scrollers out there, Disney has incorporated some interesting features. Levels were designed with a z-axis in mind, so Hercules can travel in and out of the screen. This provides a nice sense of depth to the various backgrounds. New character dialog and musical scenes have also been added.

Characters are extremely detailed and move with a life-like fluidity. This is due to the large number of ani-

tion frames used. Over 10,000 were hand-drawn for the game, so the it almost looks as good as the movie!

Needless to say, *Hercules* is very fun to play. The simple controls and the balanced gameplay are refreshing and let gamers of all ages jump right into the action. Unfortunately, this is also a weakpoint. Hard-core gamers won't find very much replay value. Even with the three levels of difficulty, the game doesn't provide much of a long-term challenge. However, fans of 16-bit Disney games like *Sagebrush* and *Wings* will find it still worth to check *Hercules* out.

► BASICALLY ONE A STORY ABOUT COMING TO LIFE ► SOUNDING LIKE A JOKEY MOVIE  
► THE CONCEPT IS GOOD, BUT DOESN'T RUN ► IT'S FUN TO PLAY IT ONCE I FINISH IT

## PSM Final Score:

AN OKAY GAME, BUT A HORROR FOR PLATFORM FANS (JUST A BIT TOO EASY)



A Like their cousin, Disney's games are extremely well animated and very colorful.

## Resident Evil Director's Cut

Publisher: Capcom Developer: Capcom  
Type: Action/Role/Action Players: 1 ESRB: M Desc: 2

The PlayStation's most popular game returns home, and it's better than ever. Now updated and enhanced, *Resident Evil: Director's Cut* features such extras as new cut scenes, alternate character costumes, and a new monster. The first disc contains the original U.S. version, the Japanese version (which was a bit easier), and the special Director's Cut. This provides the gamer with three different difficulty levels and certainly increases this compilation's replay value.

As with the original game, gamers can control either Jill Valentine or Chris Redfield. Both are members of S.T.A.R.S. (Special Tactics And Rescue Squad) who have been assigned to investigate a bioterrorist's helicopter crash. Upon finding the crash site, you're chased into a forbidding mansion full of zombies, giant spiders, and other gruesome horrors. Using your brains and



A Capcom has added many extras to the game, such as this also new costume for Jill.

whatever weapons you can find, you'll have to fight hard for your survival.

However, the most exciting aspect of this compilation isn't really the game itself but the awesome *Resident Evil 2* demo included on the second disc. While it's only a hint at what's to come, the demo does pro-

vide *Resident Evil* fans with a sneak peek at what is easily one of the most anticipated titles of the upcoming year.

Gamers looking for a completely new experience may be a bit disappointed, but if you love *Resident Evil* as much as we do, then this game definitely belongs in your collection. There are certainly enough extras to warrant a second look, and you know you can't resist the RE2 demo.

► THE GRAPHICS WILL BLOW SOME  
► THE MUSIC IS SOMEBODY'S SPECIAL  
► THE CONCEPT IS GOOD, BUT HARD  
► IT'S FUN TO PLAY IT ONCE YOU SEE THE DEMO

## PSM Final Score:

A FINE GAME FOR FANS OF THE SERIES, BUT TWO FRUITS COME ONE



## Ace Combat

Publisher: Namco Developer: Namco  
Type: Flight Sim/Action Players: 1 ESRB: KA

Most just fighting games on the PlayStation have been pretty disappointing, with the original *Ace Combat* and *Bogey Div 6* being the only exceptions.

Thanks to Namco and its sister *Ace Combat 2*, the dry spell is over. This is the best air fighting game to grace the PlayStation yet, with more than 20 missions that will have you flying over every kind of terrain possible, it's stunningly beautiful. The polygon count for each of the planes is the highest of any flying game available—the airplanes and ships actually move when you maneuver! The selection of aircraft you can fly is also the widest of any other game in the genre.

The control and physics, which are the keys to any good flying game, are both incredible and accurate. The

4 The ability to fly the A-6 Intruder and the Super Hornet, A-29 are enough to justify the price of admission.



A-6s, you can't blow up the lot; but the realistic nature of the graphics really does it all to put you into the world of *Ace Combat 2*.

control is analog, with default configurations for the Sony analog stick joystick, analog game pad, and the NagCon. This alone would be enough to put *Ace Combat 2* way above the competition, but it doesn't stop there. All the missions are challenging because of the sophisticated enemy artificial intelligence, and the mission variety really makes this a benchmark game. With air and ground targets to battle, strategy comes into play much more than in any of the other flight sims. The only downside is that you can only land your bird at the end of a small percentage of the missions, and you never get to take off.

Sell, *Ace Combat 2* has plenty enough going for it to get us through the next flying game dry spell. Namco has taken us warfairs to the next level.

- THE GRAPHICS ARE FANTASTIC ► THE MUSIC ISN'T NEARLY IMPORTANT
- THE CONCEPT ISN'T VERY ORIGINAL ► IT'S FUN, BUT IT'S NOT NEW

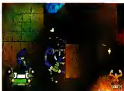
## PSM FINAL SCORE:

THE BEST PLAYSTATION GAME IN THE PlayStation 2, PRICED



## Machine Hunter

Publisher: MGM Interactive Developer: Eurocom  
Type: Action/Shooter Players: 1 or 2 ESRB: T Sues: 1



A Tone of bad guys await you in *Machine Hunter*—MGM Interactive's well-done Loaded-style action fest.

*Machine Hunter* would be a classic game if it wasn't for one thing—it's already been done, and it was called *Loaded*. Eurocom obviously spent a lot of time playing the latter. Both games have the same over-the-top perspective, lighting effects, and general purpose. If *Re-Loaded* hadn't ever been released, *Machine Hunter* could've been its unofficial sequel. However, this doesn't mean *Machine Hunter* isn't a good game. It's well designed, with sprawling, maze-like levels and plenty of tough adversaries.

A mining planet has been taken over by some evil aliens, and it's your job to get inside, rescue the hostages, and eradicate the infesting vermin. The game controls well, with a RoboCop-like firing scheme. Each button shoots in a specific direction, no matter where you're standing. While this takes some getting used to, it ultimately becomes intuitive. To aid your mission, you've been given the power to take over any machine you destroy (hence the name). Once you assimilate the machine, you get to use it, and each one controls a little bit differently.

*Machine Hunter* has one-upped *Loaded* in level design. Hunter won't choose to go for multi-tiered levels, giving the game an added dimension of gameplay. Not only do you have to find specific items, you have to figure out how to get to that other area.

The game is good and bloody, and like *Loaded*, leaves footprints from the spilled blood of your enemies. Even the machines leave little blood streaks. The techno soundtrack adds to the game nicely, pushing you along. Once you've got the hang of the game's fast pace and rhythm, it does become mildly addictive, and lets be honest—you have to love this much pure violence.

In the end, *Machine Hunter* is just *Loaded* with a few extras. If you've got one, you don't really need the other, but they're both pretty good.

- LOVES LIKE *LOADED* ► SOUNDS LIKE INDUSTRIAL TECHNIC FOR PSYCHOS
- THE CONCEPT WASN'T AS CLEVER AS *LOADED* ► IT'S FUN, BUT IT'S NOT NEW, ACTUALLY

## PSM FINAL SCORE:

IF YOU HAVE ACTION, GET IT—BUT YOU'VE GOT TO OWN IT.



## Namco Museum Volume 4

Publisher: Namco Developer: Namco  
Type: Classic Arcade Collection Players: 1-2 ESRB: KA

Namco four in the Namco collection has been criticized for the weak nature of the games it includes, but frankly, this disc features two of the strongest titles in Namco's library: *Pac Land* and *Assault*.

In many ways, *Pac Land* was the granddaddy of the modern platform game. Just take one look at this game and tell me you haven't seen it a zillion times before—only when *Pac Land* first came out, those other games didn't exist. Zooming through ghost-filled, platform-like levels is made all the more tedious by the constant tapping motion required to make *Pac Man* run. Hey, it's no *Crash* or *Super Mario*, but it was state-of-the-art back in the day. It also features more hidden cheats than any



A Bummer *Pac Land*? Well, now you can play it at home.

game of its kind—just try jumping at the last second before you cross the goal line.

*Assault* is even better. A classic shoot 'em up set on a series of asteroids, you use the minimal gravity to your advantage as you launch bombing and strafing runs on alien opponents. The game is best played using the dual analog stick, making it easy to keep track of the screen scales and rotates. The game's graphics are still impressive today when you consider how old they are.

As for the rest of the disc, it's more of a stroll down memory lane for those who grew up with rather than a fun gaming experience. There's *Grappleboarder*, a side-scrolling brawler; *tem up in the Ninja Gaiden* mode. Perhaps even less interesting is *Return of Asterix*, a huge but ultimately dull action RPG they used to be called *Mass Games*. But the strength of the first two titles more than makes up for these slight disappointments. *Namco Museum Volume 4* is a good value and good fun—that is, if you're old enough to have been around back when these games were big in the first place.

- LOVES LIKE YOU WOULD THE GAME PLAYERS ► SOUNDS ARE "TOMMY" GOOD
- THE CONCEPT WASN'T NEW BACK THEN ► IT'S FUN, BUT IT'S NOT NEW, ACTUALLY

## PSM FINAL SCORE:

PAC LAND ALONE WORTH IT IF YOU JUST WANT





## Super Street Fighter Collection

Publisher: Capcom Developer: Capcom  
Type: Fighting Players: 1 or 2 ESRB: T Discs: 2

Most every year, Capcom ports over its latest Street Fighter game, each featuring newer characters and even more impressive-looking special moves. While most gamers expected the next release to be a conversion of Street Fighter (X) or even Street Fighter III, Capcom has surprised everyone and gone retro.

Super Street Fighter Collection is a two-CD set featuring the classic Super Street Fighter II and Super Street Fighter II Turbo games. Also included is Street Fighter Alpha 2 Gold, which never made it to the U.S.

While the Supergames don't feature as many special moves or innovations (like Custom Combos) as their Alpha counterparts, they are often still considered the best of the series. Perhaps as the back-to-basics gameplay and simplistic controls that fans prefer.



A New hard-core fans can play their favorite characters once again, with classic moves like Guile's Flash Kick.

As with most of Capcom's ports, this collection is a masterpiece. The control is flawless, and special moves come off without a thought. This is easily the best-playing Street Fighter port yet.

It is unfortunate, however, that Capcom was not able to include any additional features with this collection. A practice mode would have been appreciated, as would have a group battle mode. With games such as Tekken 2 and Soul Blade beginning with extra new options,

gamers now expect more than just the coin-op.

Still, the SSF Collection is still sure to please fans by including these games. Capcom is giving its fans their money's worth, and it should help pass the time until the next new Street Fighter game heads home to PlayStation Shoryuken!



► THE GRAPHICS ARE SUPERB

► THE MUSIC BRINGS BACK THE DAYS

► THE CONCEPT IS ITS OWN

► PLAY IT ALL AGAIN AS I DID THE FIRST TIME

**PSM Final Score:**

THEY'RE OLD GAMES, BUT STILL GREAT FOR FANS OF THE SERIES



## NHL Powerplay '98

Publisher: Virgin Interactive Developer: Radical Ent.  
Rating: K to A Players: 1 to 4 Discs: 1



A Great multiplayer gives Powerplay '98 a very realistic look, and allowing to close on the rinks really shows off some on-ice skills.

Just over a year ago, the Vancouver-based developers at Radical Entertainment unveiled a game that forever changed the future of videogame hockey. Powerplay was the first hockey game to use polygons, a smart camera, real hockey artificial intelligence, and detailed strategy settings. This year every other hockey game coming to the market has learned well, and copied these same features.

For Powerplay '98, the developers have taken the same bones hockey engine of last year and added all the bells, whistles, and gameplay tweaks to make sure it stays one of the best sims available. Even more motion-capture animation was taken for this year's game, which allows for new moves like dropping to block a shot, and passing or shooting while stumbling from a check. The hockey AI is even better than last year, as the players react and play like the real deal. This is most obvious when you set up a powerplay in the opponent's zone—the way the players move around and attack the net is textbook hockey.

Unfortunately, there are a couple of problems with Powerplay '98. First of all, the action is just a little bit too

slow for our tastes. Secondly, even after you've played countless games, you still never really find a solid feel of control over shooting the puck.

Still, though, no other 32-bit hockey title has done any better in either category, which leaves Powerplay '98 as the current number-one hockey game on the PlayStation. But the guys at Radical better not take it easy because big guns like Sony and EA Sports are prepping their own big new hockey releases. It will be very interesting to see if any of the newer hockey sims will leave what it takes to knock Powerplay off the top and be the best. Either way, hockey fans are going to enjoy PP '98 for its depth and its play. If you enjoyed the first one, you ain't seen nothing yet!

► THE GRAPHICS ARE GORGEOUS

► THE MUSIC ISN'T EXACTLY APPROPRIATE

► THE CONCEPT IS GETTING BETTER

► PLAY IT ALL SEASON LONG

**PSM Final Score:**

POWERPLAY'S SOUND CONCEPTS MAKE POWERPLAY ONE



## Poy Poy

Publisher: Konami Developer: Konami  
Type: Party/Action Players: 1 to 4 ESRB: KA Discs: 1

With the conspicuous lack of a Bomberman title for the PlayStation Saturn Bomberman? Duh, it's a break. It's awesome that Konami has come up with Poy Poy—a four-player party game that borders on mayhem at the low points, of which there are few, and insanity at the high points, which is pretty much all of the time.

Four players enter one of seven rings, with each ring being populated with rocks, bombs, and other throwable objects. What happens next is so simple, it's almost mind-boggling: the four players start picking up the items and throwing them at each other. That's it. You throw stuff at other people. You even throw other people at other people. Brilliant. Other game publishers may do well to take note of the appeal of such simplicity.

The throwing continues until everyone, save one, is dead. The bombs have a rather large radius, and there



A Everyone gather 'round the TV for a little Poy Poy.

are even bigger bombs to contend with. To keep the action fast and furious, a robot flies around overhead, repeating the items as soon as they're destroyed.

There's hardly any time to think, let alone breathe. To make matters worse, you even have to deal with envi-

ronmental hazards. One area has a robot with a death-ray eye that spins around, burning everyone in its path. Another has a rock dinosaur that walks around, blindly eating people.

While graphics are hardly ever the most important element of multiplayer games, they still need to be counted. Poy Poy's are satisfactory, although a little detail could've been used on the characters themselves—they are really just plain, fire-shaded polygon clusters with a head. But let's not get too picky.

Poy Poy is a splendidly fun game, and it even succeeds as a one-player venture. But to get the most out of it, you're going to need a Multi-Play, four controllers and three pals. "Twister" will never sell another box.

► THE GRAPHICS ARE SIMPLE, BUT SO WHAT?

► THE MUSIC DOESN'T MATTER

► THE CONCEPT IS SIMPLE AND FUN

► PLAY IT IF YOU WANT MORE FUN

**PSM Final Score:**

FINALLY, THE PLAYERS HAVE A TRUE TEST PARTY GAME



# CUT A GREAT DEAL AT SEARS

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## FLASHBACK

Ever wonder how games of the past would do if compared to today's latest hits? Wonder no longer, as PSN has gone back and dug out some of the PlayStation's classic games. We've replayed them in order to see if they still have what it takes to be number one and then rescored them to today's standards. How did they compare? Read on and find out.

## Warhawk

Type: Flight-Based Shooter  
Publisher: Sony CEA  
Developer: SingleTac  
Release Date: 1/20/05

At the launch of the PlayStation 2 years ago, Warhawk was one of the titles that sold the machine. It showed off the intense 3D action and some of the special effects the new console on the block was capable of. At the time, the only real criticism that could be made was about how the game was way too short.

By today's standard, Warhawk is only an average game and remains way too short. It still kind of stands alone, though, as the only hovercraft/shooter available for PlayStation 2. It's a shame that it's been out of visibility; it can't compare to most of the games released today, but the control and physics engine can teach many of the latest titles a thing or two about gameplay. By the way, somebody tell SingleTac we're still waiting for Warhawk 2 to come and blow everyone away.



ORIGINAL SCORE! 0000  
NEW SCORE! 000

## Battle Arena Toshinden

Type: Fighting  
Publisher: Sony CEA  
Developer: Yamsoft  
Release Date: 05/05/95

This first fighting game to be released for the PlayStation, Battle Arena Toshinden showed off the vast potential of Sony's console. The game had everything: colorful polygonal characters, cool-looking special effects, and true 3D environments to fight in. While the controls were a little bit unforgiving at first, gamers quickly got used to it. The ability to ring-out opponents was a huge plus, as were the little extras like four different camera views.

Now, nearly two years later, Toshinden is still a pretty good fighting game and can almost hold its weight in a game crowded with heavy hitters. Toshinden still gives decently, even by today's standards, and the 3D character movements have yet to be surpassed. Both new and long-time PlayStation owners should definitely check it out.



ORIGINAL SCORE! 0000 1/2  
NEW SCORE! 000

## Jumping Flash 2

Type: Action/Platform  
Publisher: Sony CEA  
Developer: Sony CEA  
Release Date: 08/23/96

It's hard to describe the gameplay in Jumping Flash 2. Basically, you're a rabbit with an amazing leaping ability, trying to save the world from the evil Baron Asha. In short, it's very strange. Like its predecessor, the first Jumping Flash, JF2 featured truly unique gameplay. Jumping from platform to platform gave a sense of acrobatics that no game could match.

Even to this day, nothing like Jumping Flash 2 has ever appeared on the PlayStation. Sony should be applauded for bringing this truly 3D-powered rabbit to a ready unique format of the first game, and added cooler graphics and a bunch of helpful marmoset reading notes. Sure, it has that kind of "hodge" look to it, but trust us when we say it's totally fun and extremely addictive. The only thing that could top it is the highly rammed Jumping Flash 3. Oh yeah!



ORIGINAL SCORE! 0000 1/2  
NEW SCORE! 0000 1/2

## Backlog

Since this is our first issue, we thought you'd be interested in what we thought about several of the games that came out in the past several months. We rated each of them so you know where our heads are when perusing the current reviews section. The plan is to continue with this section from month to month so you'll always know the good from the bad—and how to spend your hard-earned cash.

2Xtreme 0  
Andrea's Racing 0000  
Broken Helix 0000  
Ball Breaker Champions 000  
Battle Arena Toshinden 3 000 1/2  
Battle Stations 000  
Blast Chamber 00 1/2  
Bohemia Front 00 1/2  
Bubble 3D 00  
Carnage Heart 0000 1/2  
City Of The Lost Children 000 1/2  
CodeMasters Tenka 0000  
Cortina: Legacy Of War 00  
Cool Boarders 0000  
Crash Bandicoot 0000

Dedicated Maximum 0000  
Die Hard Trilogy 0000  
Independence Day 00  
Jet Moto 0000  
King's Field 2 000 1/2  
MechWarrior 2 000  
Mega Man 8 0000  
Motor Toon Grand Prix 0000  
Mendel's Winner 0000  
Need For Speed 2 00 1/2  
OverBlood 000  
Pendulumium 000 1/2  
Peak Performance 000 1/2  
Persona 0000  
Pitfall 000 1/2  
Power Slave 0000  
Psychic Force 0000  
Rage Racer 000 1/2  
Rally Cross 0000  
Reloaded 00  
Rush Hour 0000

Serbert 000 1/2  
Soul Blade 00000  
Spider 000  
Spot Goes To Hollywood 0  
Star Gladiator 0000  
Sukedom 00000  
Super Puzzle Fighter 2 Turbo 00000  
Tall Of The Sun 0000  
Ten Pin Alley 000  
Test Drive Off Road 000  
Thunder Truck Rally 000  
Tiger Shark 000  
Tobal #1 00000  
Tombs Raider 00000  
Twisted Metal 2 0000 1/2  
Vandal Hearts 0000  
VMR Racing 00 1/2  
WCW Vs. The World 000  
Wild Arms 00000  
Wing Commander IV 000  
Wipeout XL 00000

the

TOP

PlayStation

25

Games

of

ALL TIME

**H**ey, we know everyone has their own "Best Games Ever" list, but here at PSM, we thought we'd try doing things a little differently. We could sit in some stuffy room and come up with what we think are the best games, but we know the only opinions that really count here are yours—the hard-core PlayStation gamers who actually go out and spend the money.

So, we went to the Internet and let people vote on their favorites through our website, which was accessible from many of the web-

sites on the Imagine Games Network. We provided a list of contenders, including every game that could conceivably warrant a consideration. Our only stipulation was that our contenders had to have been released before June 1 (no voting for Japanese titles or games that weren't out yet). You let your voice be heard, and we must admit, some of your votes were a little surprising! So without further adieu, let's take a look at your top 25 favorite PlayStation games of all time!



# 25 JUMPING FLASH



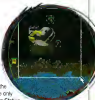
**Publisher:** Sony CEA **Developer:** Sony CEI  
**Release Date:** 11/1/99 **Type:** Action/Platform

**What It's All About:** Bunny-hop your robot rabbit through trippy 3D playgrounds, shooting frogs in top hats with atom bombs. Your quest is to confront the snappily-dressed Baron Aho.

**Why It's Great:** Jumping Flash! was the first true 3D platform game, and it did a damn good job of it. It was also the first game to use a first-person perspective (made popular by such delirious games as Doom) with a bright cartoon world. Add in the ability to keep tall buildings in a single hop, and you've got one of this PlayStation's best-kept secrets.

**Favorite Moment:** The first time you nail the Triple-Jump and gain maximum altitude—even if you've never been afraid of heights before, you can't help the feeling of vertigo once you get that high and look down at the world far below.

**Publisher:** Westwood  
**Developer:** Westwood  
**Release Date:** 3/13/97  
**Type:** Strategy



**What It's All About:** Assume the role of a military leader as you command countless troops and vehicles through 3D missions of mindless destruction and guerrilla warfare.

**Why It's Great:** C&C pioneered the real-time strategy genre and is the only game of its kind available on the PlayStation. The balanced gameplay and large number of missions kept gamers hooked, but it is the careful blend of both simulation and action elements that makes this genre truly unique. Not only do you have to blast away enemies, you also need to gather resources to build up your bases.

**Favorite Moment:** Taking over an enemy's military base within the first few minutes of the game, then using those overkill weapons to complete your mission. Talk about brilliant!

# 23 COMMAND & CONQUER

# 24 WARHAWK



**Publisher:** Sony CEA **Developer:** Sony TEO  
**Release Date:** 11/1/99 **Type:** Action/Flight

**What It's All About:** Piloting a high-tech fighter that looks just like the ship from A-Team, BWX through six missions in which you get to blast the hell out of anything that moves with really cool missiles.

**Why It's Great:** Available when PlayStation launched, Warhawk was one of the first games to show off what the system was capable of, with true 3D lighting and breathtaking special effects. Compared to the latest generation software, Warhawk's graphics have lost a lot of their luster. No matter—this is still one of the better PlayStation games just to pick up and play.

**Favorite Moment:** The first time you lock onto a target and let fly with the Search Missiles—those things are just too cool.

**Publisher:** Polytechnic **Developer:** Polytechnic  
**Release Date:** 11/21/95 **Type:** Racing

**What It's All About:** Jetting down long, winding roller coaster-like tracks at really speedy speeds while listening to loud techno music and shooting the crap out of other cars.

**Why It's Great:** First of all, this game just oozes coolness. The cars are cool, the explosions are cool, the music is cool, even the nitro designs for the menu screens are cool! You just can't look at this game and not want to play it. Add some gravity-defying turns and a few homing missiles, and you've got the recipe for hip videogame culture.



**Favorite Moment:** When you're playing Lethal Weapon competition against a friend and you blast him into oblivion a split-second before zipping by to take the lead.

## Voting By Genre

Just for kicks, we thought it would be interesting to break down the voting by genre. As you can see, no real surprises here, but keep in mind that the more popular categories had plenty more games to choose from.



# 22 WIPEOUT

**Publisher:** Sony CEA **Developer:** Sony Interactive  
**Release Date:** 3/12/97 **Type:** Sports

**What It's All About:** Take every player from the NBA (well, except for a couple, put them in polygonal bodies, and then hit the court for some top-notch 3D-bit hoops.

**Why It's Great:** If you're an NBA fan, then you're in hoops heaven! The stats are there, the motion-captured animation is nice and snappy, and the two-player game is intense. A few things could be improved, but any problems should be perfected for Shootout '98. All-in-all, this title is a great game that any hoops fan will keep coming back to, for both one- and two-player action.

**Favorite Moment:** (Chris speaking here) I remember when I first put the Bull's Michael Jordan—I mean, "Roster Guard" into the lineup. First I dunked on Kemp, then his girlfriend Ewing got mad so he had to get slammed on, then Luc Longley kept turning the ball over—as he had to get dunked on, too.

## NBA SHOOTOUT '97



**Publisher:** Sony CEA **Developer:** Singa, Inc.  
**Release Date:** 11/1/96 **Type:** Action/Driving

**What It's All About:** Listen to some '80s metal while tearing up the road in a wide variety of motor vehicles, shooting at other cars with no regard for public safety.

**Why It's Great:** First off, you've just got to love the game's blatant lack of morals. Twisted Metal just says "Here's a tank, here's a flamethrower, there's your car—now get to work!" The next thing you know you're ripping to some guy's lawn while trying to get a muscle truck on an ice-cream truck. To the game's credit, though, you can't run over any dogs (no matter how hard you try).

**Favorite Moment:** When you finish the game as Yellow Jacket, and as your prize, you get to find out what happened to your long-lost son. As it turns out, he was the vicious serial killer known as Sweet Tooth—the guy you just killed to win the game! Whoop!



## TWISTED METAL



**Publisher:** Namco **Developer:** Namco  
**Release Date:** 9/9/96 **Type:** Racing

**What It's All About:** An arcade-style racer, where you zip along cliff sides at really unsafe speeds while listening to the announcer say all sorts of stupid—but funny—things.

**Why It's Great:** Even though you've only got one real track to race on, it's a very well done track with lots of great scenery and camera to master. The graphics were great, and for the time, it was the absolute state-of-the-art in home racing games. Ridge Racer, perhaps more than any other game, was the title that proved to the world that PlayStation was real.

**Favorite Moment:** When you finally beat that "mystery" sleek car on the advanced track, after countless hours of cursing how unfair it is and how no human on Earth has a chance of beating it in a fair race.



## STREET FIGHTER ALPHA 2

**Publisher:** Capcom **Developer:** Capcom  
**Release Date:** 11/1/96 **Type:** Fighting

**What It's All About:** The sequel to the prequel of the Street Fighter that came before SFII. Hey, it may be confusing, but Capcom's still the daddy when it comes to balls-out 2D fighting game action.

**Why It's Great:** The Street Fighter series has always been tops in quality and Alpha 2 is no exception. New features such as the Custom Combo system, with extremely balanced and refined gameplay, make this version the best. Plus, this one introduced Sakura, the little Ryu wannabe schoolgirl whose attacks are all designed around looking her slut up. That's Capcom for ya—always thar!

**Favorite Moment:** Hearing your friend complain about the joy-pod after you smother him all over the street with your worst character. One-handed. (Help, that's our Stephen, always modest!)



## FORMULA 1

**Publisher:** Polygram **Developer:** Bizarre Creations  
**Release Date:** 10/3/96 **Type:** Racing

**What It's All About:** Formula one racing to the max—maybe it's just as much a sports sim as it is a racing game. All the stats from the real '96 season are in there, which made for the most realistic racing game available this year.

**Why It's Great:** You can actually race at several hundred laps of a given race—so you want to. Polygram went a long way to ensure the realism of this awesome racer. It's the inclusion of the (ah) very fun reverse mode that exemplifies the complete nature of F1. Anyone, and I mean anyone, can pick this up and have a blast. The AI is also the best of any of the racing titles out there, so for straight up racing you can't beat this gem.

**Favorite Moment:** Entering the code for Spanish mode and pretending to race in Spain.



# TOBAL NO. 16

**Publisher:** Sony CEA **Developer:** Square/Disney Fantasy  
**Release Date:** 12/21/96 **Type:** Fighting

**What It's All About:** A bright, colorful, cartoonish fighting game, where the feisty characters include a tall, lanky frog, a giant blue pig, a complete weeniehead, and a tiny bunny rabbit.



**Why It's Great:** Tobal was a refreshing change from the usual fighting games of the time. Not only because of the lighter atmosphere, but because the game introduced so many new concepts, like grappling and the "high, medium, low" attack system. Plus, the graphics looked like a live-action cartoon, with super-smooth motion-captured polygon characters, and a high screen resolution.

**Favorite Moment:** It was early in the morning, and after a full night of playing, we were laughing at the stupidest things. When we saw Mulu the lanky frog strike his "look at my butt" winning pose for the first time, we completely lost all composure and had to stop playing.

# NFL GAMEDAY '97

**Publisher:** Sony CEA **Developer:** Sony Interactive  
**Release Date:** 12/4/96 **Type:** Sports

**What It's All About:** Totally realistic NFL football, baby.

**Why It's Great:** When GameDay first came out, Ed's Madden was the untouchable king of videogame football, and many thought GameDay didn't stand a chance against it. But great gameplay, coupled with standard-setting innovations, have won GameDay respect. You can't beat those bone-crunching hits.

**Favorite Moment:** Enslaving all of the game's colors at once, so you get tiny players that jump ten feet high with Amazon cheerleaders on the sidelines.



**Publisher:** Fox Interactive **Developer:** Probe  
**Release Date:** 9/17/96  
**Type:** Action/Diving/Shooting

**What It's All About:** It's three games in one. First, you shoot people in a parking garage. Next, you blow away loads more people in an airport. Finally, you dive around running over countless pedestrians.

**Why It's Great:** Hey, if you just read what this game is about, then what else needs to be said? If you can appreciate the most mainstream, non-political violence ever, then you won't get any better than Die Hard Trilogy. In general, those "multiple games in one" titles always stink, but this one breaks the mold and is a great time no matter how many times you replay it.

**Favorite Moment:** When you first switch to the "in-the-car" view in the diving mode, then run over a sidewalk full of people—your windshield wipers automatically turn on to clear the blood away just as fast as you can pile up the bodies. Nice touch!

# DIE HARD TRILOGY

When he asks  
for a donut,



## JET MOTO

**Publisher:** Sony CEA **Developer:** SingleTrac  
**Release Date:** 11/14/95 **Type:** Racing

**What It's All About:** Amongst games like no other, Jet Moto puts you in control of a futuristic bike, as you fly over land and water at breath-taking speeds.

**Why It's Great:** The

true physics engine of this game is simply the best. It's not the prettiest game to look at, but it has controls that most other games only dream of. If you can master a trick, you can probably pull it off in Jet Moto. The learning curve is fairly high, and the game is incredibly difficult. But the final track, appropriately named Nightmare. In addition, the two-player split-screen mode can't be beat for racing with your friends.

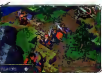
**Favorite Moment:** The last time you fly off the cliff on Backwater Hills and your jaw drops. How cool.

**Publisher:** Konami **Developer:** Konami  
**Release Date:** 12/19/95 **Type:** RPG/Strategy

**What It's All About:** Set in a 3D isometric world, Vandal Hearts is a combat-based RPG. You play the role of Ash Lambert, a hero trying to win over evil and reunite the lands of Ishara.

**Why It's Great:** Vandal Hearts has added a whole new slant to the RPG genre. It focuses more on the action and strategy elements, which allows for a more in-depth and fast-paced game. The great character designs and well-written stories kept gamers hooked and constantly coming back for more.

**Favorite Moment:** You're nearly dead, but you still manage to strike down that last enemy soldier with a killing blow. You hear them scream in agony as they explode into a big pile of blood.



## VANDAL HEARTS 12

## RALLY CROSS

**Publisher:** Sony CEA **Developer:** Sony Interactive  
**Release Date:** 2/19/96 **Type:** Racing

**What It's All About:** You sail around the track in an intense off-road rally race, where the terrain challenges is keeping your car on all four wheels as you bat with disaster at every little bump.

**Why It's Great:** It takes a lot of skill to keep from flying out of control and rolling over, so the racing in Rally Cross requires you to develop certain skills that can really add to the experience. This isn't just your average "never take your foot off the gas" racing game, and if you play it the way it's supposed to be played, you'll find the experience that much more rewarding.

**Favorite Moment:** When you plug in Sony's Analog Control Pad and find that not only is your car a zillion times easier to control, the game's that much more fun, too! (And for those of you with import Japanese Analog pads, they buzz like crazy.)



## DESTRUCTION DERBY 2

**Publisher:** Polygram **Developer:** Reflections  
**Release Date:** 11/16/95 **Type:** Racing

**What It's All About:** The name says it all. Drive around and beat other cars, with big points awarded for sending an opponent into a 360. It features a healthy variety of tracks and means to win and lose to race and crash on.

**Why It's Great:** The first Destruction Derby was a great idea, but had its share of flaws. However, the second installment is near perfect, thanks to an incredible driving engine, precision control, a challenging learning curve, and an enormous damage system. The racing is so chaotic, you can even lose a wheel and break an axle!

**Favorite Moment:** Pulling a backflip with a half-twist off the second jump in Chalk Canyon—yeah baby, YEAH!



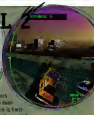
## TWISTED METAL 2

**Publisher:** Sony CEA **Developer:** SingleTrac  
**Release Date:** 11/16/95 **Type:** Action/Driving

**What It's All About:** The first one sold a heckload, so Sony expanded with a higher-octane sequel featuring new drive-in cars, new weapons, and—can you believe it?—more than 100 cut-throats to blow.

**Why It's Great:** The game disk is completely full—the designers could have put nothing more into the game. Considering the room available on a CD-ROM, that is an insane amount—especially since there is hardly any FMV to speak of, really. The first Twisted Metal was incredibly fun, so little was done to the gameplay. The worlds are just bigger, as well as the weapons. There was the addition of "advanced attacks," borrowed from the fighting genre, and rumor has it far more was hidden in the game than the ones easily available.

**Favorite Moment:** Using the advanced attacks creatively, freezing your opponent, laying a couple of mines nearby, then backing up to a safe distance and pummeling it with your rap gun.



## RAGE RACER

**Publisher:** Namco  
**Developer:** Namco  
**Release Date:** 5/14/97  
**Type:** Racing

**What It's All About:** You control Ridge, racing with new options. Ridge's car has better graphics. Plus, you can earn money to buy new cars.

**Why It's Great:** This is actually the third Ridge Racer game to hit PlayStation, and it offers a lot more than the first sequel, Ridge Racer Revolution. Pretty much everything that made the original game great is done even better, but the real joy comes out of the cool new extras—such as the option to customize your car with the game's over paint program. Really cool stuff.

**Favorite Moment:** Whining dirty words all over the cars, then taking people totally by surprise when they pop up in the game. Then we act all offended and storm out of the room.



## CRASH BANDICOOT

**Publisher:** Sony CEA **Developer:** Naughty Dog  
**Release Date:** 9/16/96 **Type:** Action/Platform

**What It's All About:** You're a bandicoot in large mitt, who gets the jolies by hopping on other animals' heads and walking around wearing pants. Not your normal bandicoot activities, but hey, that's Crash.

**Why It's Great:** The first thing you'll notice are the colorful, high-resolution graphics, which are nothing short of breathtaking. Play the game and you'll find out how it also some very solid gameplay in there, too. All the great platform-jumping action that made the game a hit years ago is still addictive. And since the game keeps raising up the level types, the action stays fresh.

**Favorite Moment:** The one second before Crash jumps on that hog and robs him—his turns back to look at you and raises his eyebrows as if to say "I'm gonna make that hog squeal like a pig." That Crash is one naughty character.



**Publisher:** Konami **Developer:** Konami  
**Release Date:** 12/28/96 **Type:** RPG

**What It's All About:** As the son of a General you discover corruption within the Empire and seek freedom from it. You must gather your rebel troops and prepare them for a final battle against the royal army.

**Why It's Great:** An RPG in the classical sense. Suiikoden tops all the elements that made the Final Fantasy series such a hit. Beautiful graphics, an amazing orchestrated musical score, and the epic story will draw players deep into the game and just won't let go. Beautiful, though—remember what happened at the first Politegeist movie?



## SUIKODEN

**Favorite Moment:** Finally winning the 108th character to your party, which is the hardest part of the game. Nothing really special happens, but at least you got to say you did it.

give it  
to him.



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S.POLICE

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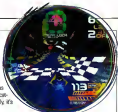
# WIPEOUT XL

Publisher: Psygnosis Developer: Psygnosis  
Release Date: 10/29/98 Type: Racing

**What It's All About:** *Wipeout XL* is pretty much the same as the first *Wipeout*, only it's bigger and better in almost every category. There's no deep storyline or reason for a sequel; really, it's just back for more fun!

**Why It's Great:** *Wipeout XL* is bigger, faster, and meaner than the first one, and it even improves on the original's ground-breaking special effects! The transparent blue jet streams flowing from each hovercraft has you drooling from the first glance. Also, they added loads more tracks, and upped the speed considerably if you liked the first one, you'll love the sequel!

**Favorite Moment:** The first time you use the new Earthquake weapon and you see the "quake" effect as the wave of destruction ripples through the track ahead of you—no doubt about it, this is major-league cool!



# SOUL BLADE

Publisher: Namco Developer: Namco  
Release Date: 02/09/97 Type: Fighting

**What It's All About:** Weapons-based combat takes it to the extreme. *Soul Blade* is Namco's latest fighting game and features ten characters dressed in really funky Eastern clothing.

**Why It's Great:** *Soul Blade* features some of the most detailed characters seen on the PlayStation. Realistic weapons combat, a plethora of crazy options, and a wacky evil villain make this the best Namco fighting game ever. The story mode is also a nice addition, and it lets gamers win even cooler-looking weapons for their characters to use.

**Favorite Moment:** Finally figuring out how to change the color of Sophia's unders. Every fighting game should have this as an option.



Publisher: Namco Developer: Namco  
Release Date: 02/09/98 Type: Fighting

**What It's All About:** A whopping 23 fighters all come together for a tournament, including Heihachi, that funky old bald dude who Kenjiro threw off a cliff at the end of the last *Tekken*.

**Why It's Great:** Great-looking polygonal characters, dead-on gameplay, and a ton of modes and options makes *Tekken 2* one of the best fighting games ever. In most regards, the PlayStation port is actually better than the

PC version. Thanks to extra modes and new secret tracks, the *Tekken 2* is about as deep as it gets, with loads of attacks and combos to master. At this, plus you can fight as a bear!

**Favorite Moment:** Successfully executing your first 10-hit combo and watching your opponent grimace in pain. (Maybe we should take Stephen off every fighting games for a while.)

# TEKKEN 2



# TOMB RAIDER

Publisher: Eidos Developer: Core  
Release Date: 11/15/95 Type: Adventure/Strategy

**What It's All About:** You're Lara Croft, a female Indiana Jones-style adventurer who has a special fondness for guns. You spend hours upon hours getting lost in grottoes, solving puzzles, shooting things, and trying to win the Lark will take the clothes off.



**Why It's Great:** Well, first off, there's Lara Croft. Ooohhh.

Then, of course, there's the game. The game is got good action, but for once it's not just a matter of tally up the highest body count. You must use your head to figure out the game's many twists and mysteries. By the time you've fully explored a level and found all of its secrets, you really feel like you've accomplished something.

**Favorite Moment:** When you beat the game in less than an hour, and Lara said "Pretty impressive, huh?" then proceeds to drobe while the theme *Men of the Lost Ark* plays in the background. Or *Ark*—that was just one of my weird "Lara" dreams.



# How We Voted

**W**e cast our votes the same as you guys, and our opinions didn't weigh any more or less than yours. Just for fun, we thought we'd let you peek at our own personal top fives, so you can get an idea of what types of gamers we are.

## Chris

I'm a pretty well-rounded gamer. I like action, sports, fighting—pretty much everything!

- 1. Tomb Raider**  
I was a tough crit, but I've got to go with the lovely Ms. Craft. I love working those puzzles!
- 2. Resident Evil**  
Love the shotgun, love the gore, love mindless zombies. Hate the way saving works, though.
- 3. In The Zone 2**  
The best hoops game ever, in my book. It's got a great arcade feel, and a true polygon Jordan!
- 4. Total No. 1**  
That game gets credit for bringing new ideas to the genre—and for Mufu's "butt dance."
- 5. Crash Bandicoot**  
It's just a big platform-sprite at heart, and Crash is right up there with the best of 'em.

## Steve

Fighting games have always been a favorite of mine. I just love the "friendly" competition and learning to pull off those difficult combos!

- 1. Resident Evil**  
I love horror and action films, so this definitely had to be at the top of my list.
- 2. Tomb Raider**  
A true original, with a strong female character and great puzzles. I can't wait for the sequel!
- 3. Total No. 1**  
Total was easily one of the most innovative fighting games last year. I love that Quest mode.
- 4. Street Fighter Alpha 2**  
I love the Street Fighter series! Cool characters and moves keep me coming back for more.
- 5. Super Puzzle Fighter 2 Turbo**  
Puzzle Fighter has a great two-player mode and plenty of secrets—plus the SF characters!

## Noah

I get off on anything that simulates something I could never do in real life. Flying hovercrafts, shooting crooks, blowing up large sections of downtown, etc.

- 1. Tomb Raider**  
I know it's kind of trendy, but man you can't beat this game. The best poly in the business.
- 2. Destruction Derby 2**  
Simply the best racing game I have ever played, with the best physics and the best control.
- 3. Worms**  
This is the best party game ever—the comedy alone is worth it.
- 4. Wipeout XL**  
What can I say: this game is the Mac. Phantom class with the Prandis, oh yeah!
- 5. Nineco Museum Vol. 3**  
Two words: Dig-Dug.

## Bill

SMANAAAA!!!!!! It's tough to pick just ONE game...anything but sports and racing games (unless weapons are involved). (Note: For Bill, we made an exception and let him pick from Japanese games, too.)

- 1. Biohazard (Japanese title for Resident Evil)**  
Gotta love those zombies! The extreme Japan-only intro solidifies its top status.
- 2. Macross: Digital Mission VF-X**  
I LOVE jet combat simulators, and the fact that you're flying a Versach only makes it better.
- 3. Tekken 2**  
Easily the best empty-handed fighter for the PlayStation (Maimatsu's sword doesn't count!).
- 4. Perseus the Rapper**  
Finally! An interesting alternative to the usual fare of fighting games. "You gotta believe!"
- 5. Yoshinori**  
OK, maybe the graphics aren't the best, but I bought my PlayStation because of this game.

# RESIDENT EVIL

**Publisher:** Capcom **Developer:** Capcom  
**Release Date:** 3/22/96 **Type:** Action/Adventure

**What It's All About:** There's this big, old house that's infested with hundreds of zombies, and it's up to you to go in there and blow all their heads off with your shotgun.

**Why It's Great:** We must admit, we were surprised. Tomb Raider didn't make number one, but this is not *Resident Evil* doesn't deserve it. It's clearly one of the most original and well-done titles ever, and has left a legion of fans worldwide begging for more. Everything, from the horrific gore to the spooky atmosphere to spot-on gameplay, has been done to perfection.

### Favorite Moment:

You're walking along near the start of the game, everything's quiet, and then, BAM!—hell hounds come crashing through the windows right at you! Everybody jumps at that one.



# WIN the Top 25 Games of All-Time

That's right, we're giving three lucky PSM readers the chance of a lifetime—win the ultimate collection of PlayStation videogames! Everyone will enjoy your eternally large stack of snazzy-in videogames, and they won't cost you a penny!

### So, How Do I Enter?

Entering our contest is so simple, even a Nintendo player could do it. We've taken our top PlayStation games of all time: *Resident Evil* and created a huge canon—so all we need you to do is supply the punchlines. Fill out the word balloons, cut them out, and mail them in to: **PSM Top 25 Contest, c/o Imagine Publishing, 150 North Hill Drive, Berkeley, CA 94705.** If you don't want to cut up your mag, you can also your design on a postcard and toss it our way. We'll pick three winners based on the entries that give us the biggest laughs, so make 'em good ones!



# BLASTO

He's huge, loud, packs some serious heat, and has a big mad-on for pears. There goes the galaxy!

**S**ony is putting big time bucks into pumping up its 14-hour game *Blasto*. After many months of secrecy, Sony has finally unveiled the first game developed in the Foster City Studios. Our every target hero—Blasto—is hunting down those pesky alien pear-planters programmed to smash the game's eight different alien types of alien ships and enemies is huge, containing up to 100,000 polygons, and they sing! from hisole forests to huge alien fortresses. The look of the game's very reminiscent of classic Warner Bros. cartoons, which is appropriate: *Blasto* himself is a parody of heroes like Buck Rogers and Flash Gordon.

Sony has promised that *Blasto* will push the envelope in every conceivable fashion. The designers have bypassed the standard graphics libraries in favor of directly coding the hardware. This lets the game not only run at a smooth frame rate (30 fps), but also at a high resolution (512x240). Also, data is constantly being streamed from the disc, so the game feels like just one giant episode.

Even with these innovations, *Blasto* still has a lot to prove. In addition to showing that Sony can crank out top-rate action games in-house, it must also show the world that the PlayStation still has a lot of untapped potential left. Here's hoping Sony succeeds!



A lot of times, multiple enemies will attack you. These scrappy pear-heads just don't know how to fight! When this happens, try to seek cover behind walls or other structures like the giant crate in *Blasto*'s right in this above pic, and pick 'em off one at a time.



A Control panel do a variety of things. Some will free imprisoned Blasto babies, while others will open up other parts of the level.



A Giant structure will require you to figure out ways around them. Here's a hint—don't always kill the bad guys right away...

It's absolutely sick to see this guy's ribs, 'cause he's ready to pop!



## HEY, I KNOW THAT VOICE!

Supplying the voice of Captain Blasto is none other than the great Phil Hartman, who renders almost comical but funny Saturday Night Live, as well as other roles like *The Simpsons*. Local reads star Troy McClure.

Phil recorded several hundred phrases at Sony's LA studios, which should help provide *Blasto* with a memorable personality.





## COOL EFFECTS, BLASTO!

As with most adventure-action epics, *Blasto* features some truly impressive animation and lighting effects. While trails and brightly lit explosions are but some of the eye candy that players will be treated to, here you'll learn how the developers at Sony are taking these effects to enhance the feeling of the game, which really adds to the overall gameplay experience. Besides, it just looks cool!



Space never looked so good, thanks to gorgeous stars and other heavenly objects.



Blasto likes to talk about effects like "super fire lighting"—whatever, it just looks good!



It's almost worth getting burned just to get close to these beautiful flames...



When Blasto is hit, his energy bar appears, but then it goes away as your view is overwhelmed.



A Shelling past these traps requires you use controls. Luckily, Blasto is compatible with Sony's new dual analog pad.



It seems that our hero believes in the policy of "shoot first and ask questions later"—was like this guy already!



A translucent texture, like those windows, are some of the effects that are done from the software.

## RESCUE THE BABES!



Since Captain Blasto is an action hero, he definitely requires some damage to rescue. Subdued the "Mecha Robot," these cables are imprisoned within certain levels and are useless to his friend. Who knows, maybe they'll give Blasto a reward for leaving them—Duh-du!



Blasto must perfect their aim and play-fer-jumping, abilities if they hope to split the head of every Pair Trooper.



Blasto's level designers are pretty open, so gamers will be able to attack enemies from a distance.

## BLASTO'S PALS ARE GOOFY

Blasto has some of the most oddball characters ever—the "Venustian Low Gravity Tank-side Beast" and the "Evil Dark Creature With Spooky 'Red Eyes!'" Cool-cool!

Four Troopers are the standard bad guys—you'll kill them by the truckload.

Only one of the strangest characters in the game is Blasto's, um, big, blue chicken.





315

"You said it was just a stupid, obvious move in an effort to stop the influence of a guy called Shiro. Not this! That's not what he's really all about with the warren. But he just has some really nasty spells, and he's up to no good. It's up to you to expose the game's countermove, to feel him as the game's machine, 'go-eh-mee-ye-ee-ee!' (that's how they call the classic Monopoli). There is no play of terms and weapons to fool and outplay your audience members. Believe me, we can't miss this one!"

# CASTLEVANIA

Forget 3D. Konami has taken the best from old-school gaming and is putting on a clinic



• The expansive library is the first place you'll want to go to meet the shop-keep and get a map. This is also where you can pick up other items, weapons, and spells.



• Don't be the same SPD cheerer that you—Castroville is not all about intense color, with all the gory winning. Only now it's just pure 32-50 effort!



4. The game begins with you controlling Richter, as you enjoy the final battle of the *Str. Dracula X* (previously available for the Super 32X, and the PC Engine in Japan).



▲ Just look up the trap above—it's huge. You'll be wondering for weeks.



▲ One of the coolest parts is the laser ride, complete with rummy ferry men.



▲ The boards in this game are just plain wooden ones! Check out the real-life effect.



**Copy's Demerol**  
is the Cause nearly itself  
No, we didn't think so.



The real evil metaphorical  
has been hard written.



**Wilder's Belonging**  
How about that genre-as-film, then, he demonstrates...



**Edward**  
Brockle's son, and the  
"Good Guy" of the game.



**Warning**  
Use appropriate cautions to give you stress and strain.

上海門外漢



One of the most important new additions to this latest *Compendium* is the ability to purchase new multiple shapes, which will let you reach new forms, get by certain bad guys, and open up new secrets.

The first shape is the **''**, which lets you run fast and jump low.

Next up is the **''**, which will let you pass through certain walls and can be prearranged to do damage to enemies.

Lastly, the **''** is the all-important shape that will let you fly. These partly subterranean areas, like *Donkey's* chamber



# GEX: ENTER THE GECKO

Gex is back, with killer 3D graphics and even more wisecracks!

**W**ith Gex: Enter The Gecko, Crystal Dynamics is planning to give PlayStation gamers a wholly unique experience. Now fully 3D, this new Gex is a vast leap over the first. The engine alone has been in development for over a year, and it shows in the amazing lighting, rotation, and distortion effects. As with the first game, Gex 2 consists of several different worlds to explore. Ranging from a Heated House to a Zen-like universe, the levels have a unique atmosphere all their own. Gex has also been supplied with different disguises appropriate to each environment, and he has a whopping 125 attacks and idle animations. Since there is such a large number of animations, the design team is able to flow from one to another seamlessly. For example, Gex will be able to turn his head and talk while running. Luckily, the game supports Sony's analog controls, so controlling Gex is also a dream.



After all the heavy talk about special powers, Gex is still a true gecko at heart.



Gex has special costumes for some levels, such as this custom-made gecko space suit.

While the game is still in its early stages, it already hints at where the designers are headed, and we're impressed. If Crystal Dynamics can keep up on the quality and care shown so far, Gex 2 could be one of the hottest new games to hit the market.



A Boof These ghosts will try to corner you, but they can't follow you into the light.



A With an angry monkey chasing after Gex, you'd think this was Resident Evil 2!

► That Gex is now handsome gecko! I swear, it's not like I'm into Geckos or anything, mind you, he's just y'know, he's just pretty cool, that's all I'm really trying to say...



The guys at Crystal Dynamics really have gotten their act on, creating rich 3D worlds that every thought could never be done on the PlayStation.

## MONSTER MASH!

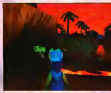
Gex's adventure won't be easy, thanks to the army of gruesome monsters standing in our hero's way! Each enemy presents his own unique dangers, but almost all of them offer some pretty good laughs, too.

## GEX: MASTER OF THE TONGUE

One major thing that sets Gex apart from the rest of the 3D-bit animal kingdom is his amazing tongue action. With it, he can grab bugs out of mid-air, and can even use it to climb ledges!

If you jump close enough to a ledge, Gex will use his tongue...

...to reach out and pull himself up on top. Pretty handy!



A You can pull the camera back to see exactly what Gex sees, so you can assess the situation.

# IT THINKS.



## THEREFORE IT KILLS.



## AND NOW IT'S ON PLAYSTATION.

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# NFL GAMEDAY '98

No, these aren't shots from the rendered intro, or TV—this is actual gameplay, baby!

**W**e've all heard the whippers from desperate NBA supporters: "the PlayStation is done, it can't do any better than it already has!" At this point, the defense would like to enter NFL Gameday '98 as exhibit A. It's the sequel to the best-selling football game of all time, it's the first polygonal football game, and it runs at a smooth 30 frames per second. Take that, Nintendo!

The fully 3D world has several advantages. First, it lets the developers texture-map interperfect uniforms onto the players. Also, the fact that polygons take up real 3D space makes for much better collision detection, which is key in football.

New gameplay additions include a high-step and a juke, new grabbing tactics, and loads of animations for every position. The dynamic camera pulls out so you can see receivers downfield, but when you're running the ball it zooms in so you can maneuver around defenders.

There is no doubt that NFL Gameday '98 is a technological wonder, but the new twist is that the technology actually enhances the gameplay. Once again, Gameday is more than ready to go head-to-head with Madden and any football game on this planet.



▲ Expect loads of new plays for every team.



▲ You can play as just Superbowl champs!

## SWEET GRAPHICS

Gameday '98's polygonal players are done to perfection, and the rest of the game doesn't look so bad, either. From a distance, you'd swear it was real.



► Up close, the characters still look good, and move beautifully.

◀ When the camera zooms out a little bit, it's hard to tell if what you're watching is a videogame or a real game on TV!



► The motion-captured players are incredibly realistic. As a play develops, you may find yourself watching what everyone's doing when you should be playing.

◀ You don't realize how completely amazing the texture-maps look until you see a variety of teams on the field.



▲ The 3D polygonal players each have their own realistic "skins," which really adds to the realism. It gives you a completely realistic feeling for slushing through the holes in the defense.



▲ Here's another nice touch: when calling out the signals, the quarterback looks down his head left and right to scout.



► Just look at that stadium—if the graphics were any more realistic, we'd be sitting on the edge of the field, and the Packers would be jumping into our laps.

# TOMB RAIDER 2

Get your hands on the back, with bigger  
revelations, bigger guns, and big-  
ger... well, you get the idea!

**T**he sequel Tomb Raider was the first game of its kind to feature a 3D environment, and Lara Croft was the first female action hero. Now, with a chest the size of Indiana Jones, she's back. This November, the lovely Ms. Croft returns in the most deeply awaited sequel of the year.

In the sequel, Lara Croft has our heroine exploring confined, dark, and creepy, 3D environments and some locales. The town of Venice is one of the most beautiful and well-known, with its canals and tall buildings to climb. Another stage is a sunken Titanic. Scattered around the ship are treasures and secrets. Lara Croft must find to survive the level.

Lara Croft still has the same basic engine as its predecessor, but the new level of detail is much more. The game will be longer and use extra polygons to make the environment look more realistic. The game will also have a higher level of realism. Also, the game will be more complex, with new items such as a harpoon gun for underwater use. There will be a lot of dark areas. Lara even gets a new weapon, a sword and a leather jacket from a friend.

With all the references and enhancements, Tomb Raider 2 looks like it will be a very long and exciting game.

Meet with the  
most of men,  
back, and die from  
the rest.

» Recognize this  
type of action?  
The scene "Danger  
all around"  
atmosphere that  
has been the first  
level. It's a bit  
more like a lot  
to look in full  
form, but this  
time Lara will face  
a lot more human  
enemies to go  
along with the  
usual assortment  
of enemy others.



» See a new game more polygons, making her even more  
like the first game. She's a, big baby, what's up?



» Danger comes in many forms, like these "Dying" sta-  
tions. Watch out for those giant (and very sharp) blades!



» When Lara starts to exploring ruins, she deals mostly  
with bats and bees. Her first deadly enemy.

## AHH, VENICE!

The levels in Tomb Raider 2 are much  
more open and varied. This is personified  
in the Venice stage, which is set outdoors.



» "Piper" lost death here, open up!"



» The 2D's various environments are amazing.



» Even in Venice, there's still lots to explore.



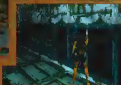
## THE CLOTHES MAKE THE WOMAN

Great fashion is always the making for success at style. Why or could Lara be any different? Tomb Raider 2 gives her a couple of fancy new outfits and it certainly looks as if she's on the nutty edge—and goes over five—important advantage over those pesky ladies in male tabbies.



Here you see Lara in her new outfit, which keeps her warm in cold locations. Hey Lara, you might want to rethink her shorts...

And here's our heroine in her sexy new water-tight wet suit. Aspire up for a dip with Mr. Croft.



## SOME NEW SKILLS...

Lara has picked up some useful skills since her earlier adventures. She can now scale walls and fight dark passives with fangs. Other new maneuvers, like a crawl, are said to be in the works, but have yet to be seen.



When it's pitch-dark, you'll need to use a flare. A good trick is to sleep one to reveal what lies below.



Lara can also now climb certain surfaces if she can get a grip on them. This comes in handy at the library.



If you're going to get anywhere in a Tomb Raider game, be ready to look for those red dots! Pulling them can open up doors, change the way a clock, reveal other secrets.

In this, what's your sign, baby? Unwind your phone put the game down? I'm sorry, I'll be leaving you, don't shoot me please...



In T2, you don't just want to get from point A to point B, it's more of an integral part of many levels.



The latest gameplay reveals the same, as Lara will still have to move around giant blocks to reach the high platforms.



Sometimes it all comes down to a leap of faith, but recent jumps in a few well-placed platforms that you're not quite sure you can reach.



A few look at these graphics... As beautiful as the first game was, T2 really steps it up.



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Porsche Challenge includes both a Simulation and an Arcade mode, which includes standard details like fuel checkpoints.



The first new Porsche in 18 years, the Boxster can reach a top speed of 149 mph and go from zero to 60 in 6.9 seconds—fast enough for you?

# PORSCHE CHALLENGE

Get ready to go really freakin' fast with Sony's latest racer!

**F**reaky a smash hit in Europe, Sony of America has made the right decision by choosing to port Porsche Challenge over to the states. Thanks to the full support from Porsche, the 3D-modeled cars are as realistic as you can get. Add in cool tracks and super-fast gameplay, and we may just have the next superior racer on our hands.

Porsche Challenge is timed nicely with the release of the first brand-new Porsche model to come out in 18 years, the Boxster, which is the only car featured in the game. To vary your experience, however, you can



choose from many different drivers, each with their own unique style of racing. The Sony Analog Control Pad is also supported, which makes another great reason to invest in this hot peripheral.

Since few people have actually driven a Boxster, it's hard to say how accurately the game recreates the real thing. Regardless, there is an Arcade mode as well as a Simulation mode, so you can toss out the rules and just burn rubber if you want to. Porsche Challenge is definitely one to look for this fall.



The action between you and the other racers can really heat up. Here's a lot of bumping in the racing in Porsche Challenge.

► Even up close, the polygonal Porsche Boxster looks just like the real-life counterpart.



► The lighting effects are really something, and they add a lot of mood to the individual tracks. This game is gorgeous.

## VIEW TO A THRILL

Like any good race game, Porsche Challenge offers multiple views for the player. Each one has its own advantages and disadvantages...



► The 1st lets you see some of your surroundings, but it isn't the best for pointing.



► If you like to beat the other cars around, go for the 2nd view to see all the action.



► For the sheer adrenaline rush of pure speed, you can't beat the 3rd view.

## THE COMPETITION



Taka-Ba Dan Rachel Beats Nikita Marco



# FIGHTING FORCE

The people who gave us *Tomb Raider* are about to bring the classic arcade "beat-'em-up" back in a big way!

**W**hile a quick glance at *Fighting Force* may bring up comparisons to such classic brawlers like *Double Dragon* or *Final Fight*, a deeper look reveals a game with its own merits and unique gameplay.

Unlike its predecessors, *Fighting Force*'s environments are completely 3D. Gamers are free to explore anywhere they choose, which should hopefully increase the replay value of the game. Since everything is polygonal, characters can interact with the backgrounds in a variety of ways. "Visually everything can be picked up or destroyed." You can knock down a wall to reveal a secret area, or smash a car and throw the tires at approaching enemies.

The finished game will feature four playable characters: Hawk Manson, Ben "Smasher" Jackson, Alma McKendrick, and Mace Daniels. Each has a distinct look and personality thanks to Mark Silvestri, the popular Image comic artist who designed them. Gamers won't have to worry about a shortage of special moves for these characters either, as each one will have 40 to 50 at their disposal. If that isn't enough, weapons such as knives, guns, and rocket launchers can also be found.

Core has worked hard on the computer AI as well. Enemies are extremely smart and will adapt to those gamers who rely too much on the same moves. Simply mashing the punch button is no longer an option. You have to think about situations, then decide what the best course of action should be.

With its huge 3D environments, cool characters, and in-depth fighting system, *Fighting Force* looks set to become another big franchise for the company that brought us *Tomb Raider*.



«Duh, now you know that's gotta hurt! Mace has some of the coolest moves.



«There is still a lot about *Fighting Force* that is yet to be revealed, but one thing is already perfectly clear—if you are an action buff, you'll love this game!"

## MAKIN' A MESS

Core has spent a lot of time making the environments as interactive as possible, so players will pretty much be able to destroy anything that they come across. Here, Mace takes out all of her frustrations on a parked car. What's more, she can even pick up the tires and use them as weapons. Here's hoping that the car's owner has insurance...



«For the last time, no vehicles in the game! Will you folks ever learn? The light-annoying is used to create dramatic effects, and it really makes the environments come alive.

«It is Hawk and only Hawk! You see what? He looks like he would jar as soon as he sees out of you as look in your direction! I guess that's what happens when you spend all day working on people as you walk down the street—you just lose it!





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# HACK YOUR PLAYSTATION!

Peel this sticker off and carefully place it on the lid of your PlayStation to proudly display your 100% independence! "Stick it" to The Man!



It wasn't an early look at the *Fighting Force* crew, before Edna just the guys at Mark Johnson's Top Cow comic group redesign them. As you can see, they looked like badasses, but they didn't have anywhere near the appeal they do now. Thanks, Mark!



## SHOW ME SOME MOVES!

To keep combat interesting and non-repetitive, *Fighting Force* features an extremely complex fighting engine.



1 To learn the tougher examples, players will have to figure out how to execute secret moves, like Hawk's Spin Kick...



2 ...Which is strong enough to flatten several bad guys at once! Mastering the game's more powerful moves is key.



3 You can execute some of the more devastating moves from this grappling position.



4 Even if force is your style, you're gonna get along with friends just fine.



5 Despite the fact that the game has to display many characters at once, they still look good, even up close.



6 Forget that King fu crap. It's *Superman* time! This Edna baby always comes to handy.



7 While there aren't any nerves like *Final Fight*, *Fighting Force* doesn't shy away from spilling a bit of blood.

## 2-PLAYER VS. MODE

So, you're waiting along beating up bad guys by yourself, only you're alone—your supposed "partner" in the game—keeps taking shots at you! Well, before you throw down that control pad and proceed to kick the living crap out of him, *Fighting Force* offers you another alternative: a two-player Vs. mode, with all the trimmings of a full-on, one-on-one fighting game. Now you can settle the score once and for all, without making a mess of the den.



8 When you just can't get anything done as a team any more, have some fun beating up on each other!

9 Just like those classic 2D brawlers of yesteryear, *Fighting Force* lets you team up with a friend to wage a fierce hell-out-over-on-the-streets!



10 Here's one of the game's coolest moves, a simple one, but a goodie when someone sneaks up behind you, just turn around and whack 'em with a nasty back-hand! It works great when you're surrounded.





ONE MAN. ONE SOLUTION. ONE STATE OF MIND.

# ONE



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**1** In *Bushido Blade*, you play a student who discovers that your martial arts school is actually an assassin's guild. You escape to an abandoned castle, only to be trapped by your former teachers and friends, who you'll need to fight through—and kill—to escape. Pretty cool so far, huh?

The combat system is totally new. Gone are power meters, time limits, and ring outs. Instead, *Bushido Blade* focuses on realistic weapons combat, fought across huge 3D areas. You can even kill or cripple a guy with one well-placed strike! You get six characters and six weapons to choose from. Any character can use any weapon—matching the fighter's skills with an appropriate weapon is part of the game's strategy.

*Bushido Blade* may turn off a few die-hard browser fans, but overall it looks to be one the most innovative and impressive fighting games ever for the PlayStation.

## MANY WAYS TO DIE

In order to give *Bushido Blade* a lot of replay value, Square has provided several different fight modes.



### FIRST PERSON MODE

The First Person perspective mode makes a little game out of this. This is the only way you can play if you link up with another player.



### STORY MODE

Just all this excitement has, the Story mode challenges you to defeat 150 opponents without dying. If you make it, a secret option is revealed.



### STORY MODE

Players must follow the code of Bushido if they hope to succeed in the Story mode (you have to fight clean—no backstabbing!).

# BUSHIDO BLADE

Okay, forget everything you ever learned about fighting games. *Bushido Blade* is set to revolutionize the genre.



In the character lists in *Bushido Blade* have a very traditional Japanese look to them—you won't find any Ready Street fighter or Street Fighter style faces.



4 The battle grounds are completely interactive, so you can climb up walls, hide behind landmarks, and even drop down some trees!



3 A quick move like this can end a fight just as it starts.

4 Often wounded in the legs, you must fight from a kneeling position.



3 Before the match begins, you must first choose from six different characters.



4 Next, you choose from six different weapons, each with its own set of moves.



5 With both a character and a weapon selected, the honorable duel begins!



4 The one feature that the American version has over the Japanese is the inclusion of a real cut-throat blood.

## STANCES

Much like in real sword fighting, every character has three stances, high, middle, and low. Each of these positions has a benefit and a weakness that must be learned.



### HIGH

This stance will put you in position to deliver the most powerful attacks, but the drawback is that you're left with little space if you miss. Also, because of the power of these high attacks, they're very hard to parry.



### MEDIUM

This should be your standard default stance. It's good for balanced attack, with good defense and blocking capabilities. Also, it's good for quick counterattacks. Your attack isn't as good, though.



### LOW

A low stance gives you great range, but can also leave you open and vulnerable to a counter-attack. The stance is best for blocking and an opponent's legs, but it's also the worst for defense.

# DEATHTRAP DUNGEON

After *Tomb Raider*,  
Eidos gets medieval

**S**et in a world created by the best-selling fantasy author Ian Livingstone, *Deathtrap Dungeon* is all about fast and bloody medieval action.

Battles take place hand-to-hand, with swords, and by casting spells. You'll encounter over 50 varieties of enemies, including the obligatory staple of dungeon baddies—orcs, skeletons, wizards, gnomes, fire-breathing dragons (those are particularly nasty).

Heading up the *Deathtrap Dungeon* team is Richard Halliwell, who European "hard-core" RPG fans may remember for his work on *Witchmaster* and *Talisman*. He'll be bringing his penchant for puzzles, so you can expect plenty of his trademark mind-benders along, with the intense action. So far it's as good, but after a game like *Tomb Raider*, Eidos has a lot to live up to.

## KILLER VISUALS

*Deathtrap Dungeon* is packed with huge polygonal areas to explore, which are filled with over 50 different horrible monsters—by the way, they all look incredibly good! Just for fun, check out this one of the graphics being put together.



Here's an early wireframe demo, which shows what happens if you lose your legs in a T-Rex.

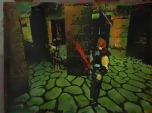
OK, that's the blue-eyed girl who's running around trying to eat me, I'm a little here.



We're not sure exactly how a *Deathtrap* would up in a fantasy setting, but if it works, it works!



The best character of the game is a pretty much-looking dude, but forget him, check out the robot!



The amazingly realistic characters will have you exploring for a long time, working puzzles and making a bloody mess out of the locals.

It's nice that if I could see this girl fight, I'd be happy.

## WHO'S THAT GIRL?

Forget *Medieval*! We're not sure if we can see this girl fight, I'm a little here.



You guys may think I'm crazy, but I'll put down 20 that this T-Rex is about to get its ass kicked.

In *Deathtrap Dungeon*, you can't rest easy for a second. If you do, some weird-looking, suspense-type thing will jump out and eat you.



When the movie *Batman Returns* was released in 1992, it established a standard by which all future science-fiction movies would be judged. Now, 16 years later, *G-Police* (with its *Batman*-esque characters and menacing grim atmosphere) hopes to do the same for videogames.

It is the year 2027, and humans have now established colonies on Callisto, one of Jupiter's moons. To survive harsh lunar environment, the colonists built huge protective domes over their cities. The G-Police were formed to uphold the law. Flying futuristic gunships called HAWOCs, they patrol the various zones, looking for suspicious activity.

As a member of the G-Police, your responsibility is to safeguard the city's residents from two competing corporations, Kratos and Hancock. The game will feature 26 missions of varying difficulty, and Psygnosis has promised that these won't be any run-of-the-mill, search-and-seizure missions; rather, almost all of the action will occur in major subplot centers on the disappearance of your sister and your relationship to what happened to her.

Get the best-looking, the big explosions and the 3D ships, so watch out come December!

# G-POLICE

Patrol the cities of the future, and nuke as much traffic as you want.



• Once moving around through the city is pretty easy with Psygnosis has made the game both easy and tricky and coming and coming to you!



• The feeling of your own HAWOC is great. This is a very good game to play and it will have you thinking about watching it and make



• Even though you're supposed to be on the side of law and order, it's not going to stop you if you decide to just sit around and blow up traffic all day.



• Bullets? Target destroyed, heading back to base. Does one more for the next level.



• Possibly the coolest part about *G-Police* is simply controlling the ship at night, flying in between giant skyscrapers.



Your HAWOC. Pretty cool, huh?

## FIERY DEATH

It's only the beginning. "Only one the graphics in this game is about 100% 3D. So in the environment light up and rise when you blow 'em out!"



• "Bombs" You know the right to create a field and every group. Thanks for your cooperation!"



• You can go around blowing buildings if you want, but that's not a very "legit" thing to do.



• Your HAWOC comes into pretty much all the time. But this major bomb that blows the ground.

## DESIGNS ON THE FUTURE

The designers of *G-Police* really put a lot into coming up with a realistic-looking future environment. That means designing everything from scratch—from buildings, to cars, to cities and people.



• This early sketch shows one of the HAWOCs you fly in the game.



• Chances are, you're going to end up on the other end of that glass barrel sooner or later.



• These buildings are cool because you can zip through the middle of them.



# MADDEN '98

Madden's back, and EA's hungrier than ever!

**T**he mighty Madden made a triumphant return last year and became the best-selling football game on the PlayStation. The classic Madden gameplay, coupled with 3D-bit presentation, spelled major success for EA's most covered franchise. This year, Madden '98 stayed with the sports-based players and worked on the porous defense AI instead.

Despite its commercial success, Madden '97 did not win the hearts of many critics. The problem was what we like to call "The Play." As with every Madden in history, certain money plays are virtually unstoppable. The developers put them there to reward players, but in the end they only take away from the realism and competitive nature of the game. However, this time around, the developers at last decided to go without any money plays. Instead, the defense will learn playcalling tendencies, and often shut down your big play just when you need it most.

While the graphics aren't looking as good as those in GameDay '98 (see our preview on page 43) to compare for you, well, the key will be which game plays better. EA's leading third new playbooks, new passing, new moves, and more in-depth strategy will make Madden '98 the best ever. We'll just have to wait and see.



EA is adding to Madden's passing game this year, but details are slippy.

4 You followed him down his first NFL game. You were there when he was 16. He isn't perfect, but on certain days, he has been. That's why you chose for him. That's why you believe in him.



A looks like pass interference to me... That'll be first down, thank you.



A The new, wider field makes the running game all the more important.



A Creating a player.



A Study the schedule, study your opponent, and you'll be ready to go.

## STATS GALORE

MADDEN '98	TEAM rankings	A HELP
	<b>BRONCOS</b>	<b>AFL DIVISION</b>
	<b>WINDY</b>	
	WINDY OFFENSE	200 1:07
	WINDY DEFENSE	200 1:07
	PASSING	200 1:07
	PASSING AVERAGE	658 1:07
	RUSHING	1010 478
	RUSHING AVERAGE	7178 1:07
	WINDY DEFENSE	2:778 478
	WINDY DEFENSE	2:00 1:07



A New moves for the defense. Use the new moves, will give the player more control.



A The player's jersey have been changed up, and numbers have been added to the jerseys, so well.

# CRASH BANDICOOT 2

## Cortex Strikes Back

To action fans worldwide he's a living legend—  
The only bandicoot who does all his own stunts.

**F**OR THE SECOND YEAR IN A ROW, a score of 15 million copies of the PlayStation 2 game *Crash Bandicoot 2: The Cortex Conspiracy* has been shipped to retailers. The game is a sequel to the first game, which was released in 1996. The game is a platformer, and it's a sequel to the first game, which was released in 1996. The game is a platformer, and it's a sequel to the first game, which was released in 1996. The game is a platformer, and it's a sequel to the first game, which was released in 1996.

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If one thing is synonymous with Bandicoots, it's bounding upon barrels of crates. Check out the real interior reflection!



The bandicoots' jungle home grounds that set the tone of the first game are back, but they look twice as good this time around.



Tell us! That enemy of Crash Bandicoot has got some real new toys to use for his arsenal, like this electrically powered jet ski.



Bandicoots can't really swim, but simply wading through shallow water isn't really that big of a deal.

## DIE, BANDICOOT, DIE!

Several new "death" animations have been added in *Crash 2*. Now this game has more ways to die than New York City. From drowning to head-on collisions to getting burnt to a crisp, Crash always seems to meet his demise with a humorous attitude. That's the spirit, Crash!



■ If Crash falls in icy waters, not only is he frozen solid, but his bear gets a much hint!



■ Spirit! You have to watch where you're going when speeding along on bear back.



■ Drowning, unfortunately, is an everyday reality for the Bandicoot, who can't swim.

# CRASH'S GOT MAD SKILLZ

Crash still has his spin attack, but he's also learned a few new moves along the way. From sliding to crawling, he's certainly got the skills to pay the bills.



A Sliding is one of Crash's more useful abilities. How else will you cross levels?



A Crawl the ground to get into tight areas and under low-hanging ceilings.



A Spinning is one of Crash's specialties. He just keeps going out in that wheel.



A Crash has also got good jumps that would put David Lee Smith to shame.



First you get the big-time videogame star gig. Then you get the bonus.



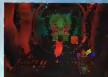
A This time around, Cortex has recruited some bigger, meaner bad guys to put the hurt on everyone's favorite Bandicoot. But y'know, the bigger they are, the more Crash loves to spin recklessly into them.



A Throughout being a baller-boy on land can be pretty painful, but Crash likes it.

## BONUS TIME!

Bonus levels have changed a lot since the first Crash game. Originally, gamers had to collect three special coins to be transported to the bonus areas. The game also took a few seconds to load these levels up. Now, bonus areas are a bigger part of the gameplay. Throughout the levels, you'll notice platforms marked with a question mark, which take you directly to the bonus areas, and with no more access time, either!



A Be careful of those red-hot pipes. They bring new meaning to the term "well-done."



A Crash 2 is a lot less linear. Levels generally branch off into multiple paths, so gamers will be able to choose which way they want to go.



A As a new twist, some of the levels leave Crash choosing a red-hot path. Since he is flying in actual 3-D space, it takes a little getting used to.

A Warp comes like this one will rapidly zip you off to different worlds and levels. The last part is that the ending times are so fast, they're almost none/not!



# Know Your PlayStation!

**1** We know you don't need to be able to fix the nuts at the PlayStation. How, you know, with all there is to know about the PlayStation world?

A system as massive as the Sony PlayStation has had many myths surface along with its stature to depict the virtues and principles, adorns, and whims. We corrected all its myths with big words, big words and our favorite platform. Completely wrong! It's not, really, really, thing you need to know right, a troubleshooting guide to upgrade your PlayStation world. The 11 steps ways to plug in your system, how to get it to start, resolution, fix PlayStation's rainbow of colors and what they signify, the kinds of toys to plug into your system, and a start on input gaming and hacking your Stratos. By the end of the feature, you will possess the info necessary to make you an all-knowing PlayStation expert. So get with it, knowledge is power. Solve your PlayStation.

## TROUBLESHOOTING

The fact is, more people read magazines than they do instruction manuals. So, if you missed something in the PlayStation Journal of the do's and don'ts pamphlet (because it is an amazing field) is actually fully aware, you can get it here. We've also got all the information that you'd be in the manual and isn't. Let's not forget the knowledge acquired in our start's own troubleshooting experience with the best home game console in existence, either!

Certain issues, such as slipping PWM, have caused a lot of controversy since the launch of the PlayStation. You could find that PlayStation are widely problematic. In reality, however, more than 3.5 million PlayStation have been sold, and only a small percentage of owners have experienced problems. And in most of these situations, customer-use had a direct effect on the situation. We've created a guide to help you solve these problems.

Check out the PlayStation Troubleshooting Guide at [www.playstation.com](http://www.playstation.com).

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lem, although the problem usually lies with the adapter.

### Other Issues

Occasionally, the disk will still be spinning when you open the lid with the power on. Never stop the disk with your hand—always let it stop on its own. If the disk won't stop on its own, turn off the power and let it come to a complete stop. A small button is located in the back right side of the open PlayStation that is automatically pushed when you close the lid. This button allows the disc to be accessed, and sometimes it will get stuck and stay pushed when you open the lid.

There have been some reports in which the disk drive spins the game disk too quickly as if about to spin out of control. It makes a high-pitched whine while doing so. Unfortunately, we have no idea why this happens. If it happens to you, turn the power off and let the disk stop on its own. When you turn the power back on, everything should be OK. If not, call Sony.

Sometimes when you turn on the PlayStation, you won't get anything but the Sony logo or the menu screen with the Memory Card and CD Player options. This is probably due to the PlayStation overheating. You should go through the troubleshooting methods for skipping RVW to see if they will solve the problem.



### Hook-Ups

How do you have your PlayStation connected to the TV? You probably haven't given it much thought, but the cable you use can make a tremendous difference in the quality of your picture. The lowest grade is RFU, which you'll only want to use if you don't have any other choice. Many older TVs only have RFU connections. Next up is composite, which offers a good, standard image. But for you true videophiles, go for the S-Video cable for a nice, square-clean picture. Unfortunately, many TV sets still don't include S-Video inputs.

Lastly, for the uncompromising player who demands only the best, go for a direct RGB input. Only a few high-end TVs will accept an RGB cable, so you may just have to go out and buy a new set. You'll also need to get an RGB cable custom made, unless you can find one somewhere through mail order. It's worth the extra effort, though—the graphics are pixel-for-pixel perfect, just like in the arcade. Many games take advantage of surround sound and other high-end audio features, so you should look into upgrading your audio equipment, as well. If you don't at least have your PlayStation wired up to your stereo, then you're really missing out on a lot!

### TAKING CARE OF YOUR DISKS

Because PlayStation games are published in CD-ROM format, you must take special care when handling them. They are easily scratched, which is often the reason why a game doesn't work properly. Once a disk has been scratched, there's no going back. The disk may be ruined, depending on where the scratch is and what information it has eliminated. You cannot repair or clean a deep scratch. To avoid any heartbreaks, always handle your games by the sides of the disk and never touch the black surface or spin the disk around in its case.

Lint or fingerprints on your discs can also cause problems with the way they play, so you need to keep your discs clean. There is really only one way to clean a dirty game, despite all the methods you may have seen on the market—it is actually the simplest. Just get some normal CD cleaner in a pump spray and some lint-free soft CD wipes from a music or computer software store. The whole setup should cost around five dollars. Just spray the black surface with the cleaner, then use one of the CD wipes to clean it off. Wipe from the inside moving out to the edge in straight lines. Never wipe in a circular motion around the disk. The lens in the PlayStation reads the game disk in circles, and while it doesn't have much trouble getting around scratches across the disk (perpendicular to its path), it will skip when a scratch runs around the circumference of the disk (along the lens' path). For this very reason, avoid at all costs the CD cleaners that come with a clerk. If even the smallest hard particle is inside when you crank your

## THE MANY COLORS OF PLAYSTATION

game right? Well, not the only one. All colors, most of them, are available. A few of the more interesting ones are:

### Gray PlayStation: Standard Model

The PlayStation is a console that can play CD-ROMs, CD-i discs, and other formats. It is the most popular model and is available in many colors. The PlayStation is a console that can play CD-ROMs, CD-i discs, and other formats. It is the most popular model and is available in many colors. The PlayStation is a console that can play CD-ROMs, CD-i discs, and other formats. It is the most popular model and is available in many colors.

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### Black PlayStation: Yarezo development Kit

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### White PlayStation: MPEG compatible

This cool little number is only available in Asian markets outside Japan. It features the added capability of playing MPEG movies, which are very popular in the Asian markets. Other than that, it's pretty much the same machine as our model.



### Blue PlayStation: Software Testing

The Blue PlayStation is a testing, or debugging, station. Developers generally use these units to play early, unfinished copies of games to find and weed out programming bugs. We hear at PSM use these, since most of the games we cover are all in an unfinished state and would not play on a normal consumer PlayStation. It's a good bet that even more PlayStation versions are looking around behind locked doors at Sony. Our inside sources have seen a Green model, and who knows what else is in the works?

disk around, you will definitely scratch the entire thing. These products are notorious for turning otherwise fine games into coasters.

## PERIPHERALS: TOOLS OF THE TRADE

Peripherals come in every shape, size, and persuasion. Almost every game can be played with a controller other than the standard Sony pad. In many cases, a game becomes better when you use the right peripheral. The improvement is in the control, and you can really cheer yourself if you don't use the best peripheral for a certain game. Since its launch, all kinds of cool stuff has come out that plugs into the PlayStation. It started as a trickle, but we were won't by and Sony began to release its licensing methods, peripherals come out at a faster pace. You will notice a flood of new peripherals hitting the market in the coming year. This section is to get you acquainted with the products that are currently available to enhance your PlayStation experience. Check out the peripherals reviews, and previews in this issue's Monitor section to get the scoop on the latest entries into the fascinating world of alternate control methods.

## Digital Vs. Analogue

Two types of control interfaces can be used with the PlayStation. The primary interface is digital, which works with all games and is the standard method of control. The other type is analog. Analog interfaces are featured in very few games, but this is changing. The difference between the two is significant. When you press on a digital joystick control to give a command, the amount of pressure you apply has no effect. Give the same command on an analog joystick, and the degree of pressure you use directly affects the outcome of the command. So if you push the stick with a vengeance to make the character run faster with digital control, the character's speed is unaffected. Do the same on an analog stick and the character runs faster. Analog provides an increased level of control when used with games set up for it, and it's always better than digital.

Standard  
Controller

The standard controller is actually kind of being compared to the growing field of optional controllers, but it is actually the best option for a lot of games. Several different companies offer a standard controller

Although they have no special features, rollers do offer some variety. Some of D-pad, some are larger and have and each one has a different feel in

### Enhanced Game Pad

Enhanced game pads have extra features that directly affect control. The most common enhancements are slow motion, turbo, and autofire settings. The slow-motion feature is basically a switch inside the controller that quickly pauses and unpauses the game via the start

button. It doesn't work with all games and is pretty much useless. Besides, who wants a game to (move) slower and

Turbofireflies is usually a switch or button that makes a given control act as if it were constantly being topped. The speed at which the button is pushed is usually considerably faster than a human can press it. This function is especially effective with shooters, or anyone where how quickly and how often you press a button directly affects your performance.

Another feature available on some enhanced controllers is button and move programmability. This can be especially helpful with fighting games, where special moves require the timing of a series of complicated button and D-pad presses. Programmable game pads take these complicated moves and assign the whole combination to just one button. Hmm...very useful for those insect gamers out there.

Analog Game pad

Analogue game pads haven't actually been released in America yet, but they're coming. The most anticipated of the new peripherals, the analog D-pad, will blast open the door of control for games that are configured for it. The control made possible by the two analog thumb sticks will make you melt. This will be a must-have for any avid PlayStation owners who want to get the most out of their games.

## Joysticks

The joystick is a modern world cultural icon. It has become a loaded word with many meanings and connotations to many different people. Some gamers prefer joysticks over game pads for a particular game or genre. They seem most popular with fighting games, but they are actually good for bringing arcade feel to any game. The PlayStation has several joysticks available. The main differences between different brands is whether the joystick is enhanced or not (with additional buttons, or slow motion). Other differences are generally preferential and include aspects like button layout and form.

### Fluchtstieck

Flightsticks and flightpools are for, of course, flying games. Specifically designed for a certain genre, they come in several shapes and sizes. One of the cool things about them is that they have this different action buttons, not

on the joystick, in some cases giving you complete control with just one hand. The best are analog, but the game must be configured for an analog stick.

### Steering Wheels

Steering wheels are obviously designed for driving games. They can actually go a long way to pull you deeper into your favorite racing game, and some of the analog wheels available sharply raise the degree of control. Some even come with foot pedals to simulate the total driving experience.

### Light Guns

Shooting guns were made popular early in video game history, so naturally the PlayStation has its share of the genre. The best way to play an arcade-style shooter is with a light gun. Several different kinds are available, though the only difference between most are the shape and size. Some will have better-than-average optics design and enhancements like auto-aim and auto-reload. The best weight title, since a heavy gun will wear out your arm when you embark on that crazy *Crypt Killer* marathon. Light guns work by sensing the reflection of light off of your television screen, so it is generally better to have your brightness turned up higher than normal. As technology has improved, light guns have become more and more accurate. For example, Nemrod's Gamecube is accurate up to a mile!

## Mouse

Not the most popular peripheral, the mouse is actually useful for certain PlayStation games. Used mostly for those point-and-click graphic adventures, the mouse can also be good on some shooting games as a replacement for a light gun.

## Multi Test

Great for parties, the Multi Tap is an adapter that lets you play with four people at the same time. Plug in two of them and you can play with up to eight players. Sports games are often set up with this option, and it's a must-have for gamers with lots of friends. The three additional game ports must be purchased separately.

## Link Cable

Link cables, or battle cables, connect two PlayStations together so you can play head-to-head. You need two TVs, two PlayStations, and two copies of the same game. Only a few games are linkable, but it turns certain titles like *Wipeout XL*, *Doom*, and *Motor Toon Grand Prix* into amazing two-player games. Only the well-to-do gamers are able to get into linking because of the large amount of cash you have to shell out. If a friend has a PlayStation and it's not a lot of trouble to haul your stuff over, then it could be worth picking up a link cable. Needless to say, linking games is one of the coolest things you can do with your PlayStation. Most stores don't sell link cables, so you'll probably have to order one directly from Sony.



## Memory Cards

With home video game systems of the past, you usually saved your progress with passwords. Some cartridge games had a small battery inside that let you flash-save your progress directly to the game cartridge. With the advent of this CD-ROM format in the 3D age, saving to the game itself became impossible. The solution to this is the flash-memory card. Most games require one block of memory to save progress, but some games can require up to 15 blocks—or an entire memory card—to make a save. Flash memory uses an electric current that loads from the PlayStation into the memory card, imprinting the charge or save onto one of the blocks. In theory, a block of memory can potentially be overwritten too many times and cease working. The number of times a block can be overwritten is said to be somewhere around 1,000. However, since the situation has not been reported by any consumers here or abroad, the exact number is not known.

Several memory cards are available from a variety of companies, but only Sony's memory card is licensed. The others out there aren't licensed and aren't necessarily as reliable, but they are still somewhat interesting. The big thing seems to be cards with more than 15 blocks. Some cards accomplish this with multiple pages, 15 blocks each, totaling up to 260 per card. It will be interesting to see what Sony does about the licensing of memory cards from other companies in the future, since they are really the only peripherals you can't survive without.



## The Import Scene

The import game market plays a major role with the PlayStation, perhaps more so than with any other video game console before it. The reason is simple: with PlayStation's enormous success in Japan, literally hundreds of games came out each year, and many of them

never made it here to the U.S. The reasons vary—the game may focus on values or beliefs that differ from ours, it may be based on a comic book or movie that American audiences have never heard of, or the games may be in with a certain trendy style that just doesn't click with gamers over here. None of these means these games aren't any good, however. And if you're a fan of Japanese anime, you'd probably be interested in getting your hands on the latest *Macross* or *Gundam* game. If these titles aren't released domestically, your only option is to buy the import.

## Hacking Your PlayStation

The first thing to keep in mind when ordering import games is that they won't work on the standard U.S. model PlayStation. You may have heard of the now-infamous "swap method," which will let you play Japanese games on U.S. machines. This only works with the first run of PlayStation, and it is a very unsafe way for you to play your games. For that reason, we won't repeat the method here (so please don't write in asking us how). Your next option is to get your PlayStation "chipped."



which is a simple process in which you modify the internal look-out in your PlayStation so it will play foreign games. This process does work, but you're taking a big risk if you crack open your machine and start soldering it yourself. Many import stores and mail-order houses will do the modification for you, but you can never be sure they won't screw it up. The only real sure-fire way to play Japanese games without any unnecessary risk to your PlayStation is simply to buy a Japanese model. Unfortunately, this is also the most expensive solution. It is the one we recommend, however.

## The Black Market: Protect Yourself

Another danger you should watch out for when buying import games is illegal copies. Black market copies of games run rampant throughout Asia, and unfortunately, some of the more unscrupulous vendors bring them over here. Not only is making and buying these games completely illegal, the copies are often flawed and work poorly, if at all. It's easy to spot the fakes, just look at the bottom of the disc—official PlayStation games are always blank on the bottom.

## TECHNICAL SUPPORT LINES

If you have problems with your software, or want to ask general questions about a game, give the company that published it a call.

Activision	800-555-2650	Microprose	410-771-1151
Accolade	800-245-7344	Midway/Williams	800-834-8032
Activision	800-475-5844	Miniclip	415-857-9930
American Techni	800-453-8628	Namco	800-302-6712
ASC Games	800-655-0517	Ocean	800-289-7200
Acid	415-710-0185	Playmates	800-407-1490
Apex Software	813-252-2351	Progenies	800-341-7693
Bards	813-926-0647	Ready Soft	800-475-4801
BVA	813-532-0600	SEGA	800-345-3550
Capcom	800-774-0430	Sentinel	800-644-4343
Crystal Dynamics	415-473-3930	Spectrum Holobyte	800-686-6444
Data East	800-266-7080	Strategic Simulations	800-737-6800
Edios	415-213-4111	TechOps	800-453-8628
Electronic Arts	800-246-4825	Tecon	800-787-2900
Fox Interactive	813-369-3500	THQ	800-581-1210
GT Interactive	800-522-1797	Time Warner	800-473-9436
Hut B	415-538-6021	Trimark	800-352-3243
Interplay	800-369-8243	Ubi Soft	800-UBI-SOFT
Jaleco	800-715-2789	US Gold	800-602-0257
KOEI	415-348-0500	Viscom	800-469-2639
Kolpak	800-591-1310	Mr. Toad	800-326-5880
Kohno	800-216-6111	Virgin	800-874-4637
Lucas Arts	813-557-4545	VR Sports	813-555-9532
Next	800-33-MAUI5		

# THE COMPLETE RELEASED GAME LIST

[illegible]



## THE COMPLETE RELEASED GAME LIST

[illegible]





# final fantasy VII

## psm strategy guide [disc 1]

### SPOILER ALERT!

This guide contains a complete walkthrough of the first disc. Use at your own risk. No spoilers here.



your way to the outer gate of the power plant, where Barret and the team are waiting. Fight your way into the heart of the complex until you reach the first of two locked gates. (You will have to talk to one of the characters to gain entry.) After the first gate is opened, head right to enter another room, which contains a treasure chest. Go back and ride the elevator up to the top floor. Maneuver your way up the ladder and across the beams until you find the core section. Cloud will aim a bomb, causing an alarm to sound.

Your team will now have to face the level boss. After defeating him, proceed back to the elevator and ride it down to the bottom floor. You only have 10 minutes to get out of the plant, so hurry.

#### Mako Town (Area 8)

Following the destruction of the complex, the Avalanche members will disperse. Head upstairs to the surface, where you will meet Aps for the first time. She is not interested in diving you light now and will walk off. Head to the right (points located to the southwest) and pick up the train. Proceed south and you will run into some guards. You can either fight or flee from them—I don't matter what you do here, as Cloud will eventually jump onto the passing train.

#### The Train and Avalanche HQ

You'll meet up with members of the Avalanche group on the train. Be sure to talk with everyone. Head towards the front of the screen to get to the next section of the train. Talk with all the group members again. After talking with Barret, he will take you to the Avalanche headquarters. When you arrive at the town, walk west, then north. You will find a save point and a child by the fence. Talk to the child, then head back down and to the west again. If you enter the tallest building in the town and go to the top floor, you will find a place to sleep and regain your energy. This second floor of the same building also has another save point.

**E**asily one of the largest RPGs ever to grace a home console system, *Final Fantasy VII* will challenge even the most hard-core of gamers. To help out, PSM presents this complete FFD strategy guide. We left no stone unturned in our quest to provide you with the most complete resource about one of the hottest games of the year. This issue covers the first disc. We'll follow up with discs one and two next month, so be ready to come back for more!

#### Mako Industrial Complex

After the parallel introductory sequence ends, you will see Cloud and members of the resistance top off the train. After

Explore the various stores and purchase whatever equipment and Materia you may need. Visit the bar, where you will meet with Tifa. She is also a member of the Avalanche group. Talk with her and Barret will eventually show up. Barret will show you the secret location of the Avalanche HQ. Follow him down and speak with the rest of the team members.

At the start of the next day, talk to Barret and get a little time from him. Do your final explorations of the town, then head back to the train station and board the train. Get ready for your next mission.

#### Mako Industrial Complex Revisited

As soon as the timer starts counting down,



A hidden path way through this forbidding maze is key to the playground area. You'll need to climb up the pipe hanging in the ground.

follow Barret and Tifa through the train until they jump off. You'll automatically jump off, as well, and end up in the train tunnel. You can take two different paths from here. Going south will eventually take you to some guards, but nothing else of interest lies in that direction. Head north until you come across the enemy barrier. You can't go anywhere else, so go down the hatch. Pick up the item in the passageway. Climb down the ladder and head west, where you'll meet one of the other Avalanche members. Climb up one of the two ladders—I don't matter which one, as they both end up at the same place. Here you'll find an Avalanche member and an item.

Climb down the ladder in the western corner and you will reach a platform that contains a save point, an item, and another one of the Avalanche members. Climb up the next ladder to enter the plant. You'll notice that this part looks exactly like the area you were in at the start of the game. Slide down the pipe and head towards the core like you did before. Cloud will mess around with the machinery and have a flashback. After he finishes, go back up to the elevator. It will take you to a new floor. Pick up the item, then walk northwest over the control panels. To open the locked door, you and your other team members have to hit the control panel at the same time. After the door opens, walk through and save your game. Head northwest onto the "T" bridge, where you will meet some of the Shinra employees and have to fight the machine miniboss.

#### The Slums of Area 5

After the miniboss knocks you off the bridge, you will awaken inside a church. Aps is also here, talk with her. Some Shinra guards will eventually confront you. You can either fight them or use the barrels to knock them down. Use the barrel in the backright corner for the second guard and the one in the frontright corner for the last guard. After the escape, head west, north, and then northeast to Aps's house, where you should spend the night. When you awaken, be sure to pick up the item in the room. Next, sneak

out of the house to Aps's house. After you exit the house, pick up the item and the Materia located in the garden. Save your game.

Aps will meet you at the entrance to the next section of the town, which is located to the west (Area 6). Look for an opening in the wall. Follow Aps, and move upward to the playground area. After she leaves, head east and then north to find another town. Talk with all the characters, explore the various shops, and purchase any items you might need. Purchase some equipment for Tifa as well; you'll need it later. Head towards the bar.

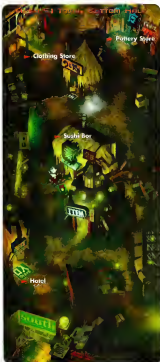


A little break and talk with Aps in this cute little playground. You'll have a thing or two to say even as a chocobo, if you're lucky.

which is located in the southeast corner of the town. You will find out that Tifa is being held captive in the mansion at the northern part of the slums. By talking to the guard, you will find out that only barbies are allowed into the mansion.

#### Gaining Access to the Mansion

To get into the mansion, Cloud will have to convince the guard that he is a girl. You need to accomplish a few tasks before this will work. First, go to the clothing shop and talk with this clerk about his father. Find the father



A Tile is the first major item you'll encounter. Visiting the clothing store should be the first thing on the agenda, but don't forget to save your game.

In the northern restaurant, and let Aera explain the situation to him (he is the one sitting by himself). Return to the clothing store and you can get the dress. (It's still need a wig, however.) Head up to the gym and talk with the female character. You will get the wig if you can beat her brother in the competition. Now you have all the necessary items to change into your disguise, so return to the clothing store.

Head back to the mansion and you will be allowed to enter. Go upstairs and through the left-most door. Head down to the dungeon, where Tile is located. Pick up the item in the northwest corner. Head back upstairs and go through the middle door. Talk with the mohawked man; you will eventually be taken to another room. Pick up the item located near the bed, and be prepared to fight

the other characters in the room. Talk with the man near the television to reveal your true identity. Aera is now in the dungeon, so go get her and then return to the middle room. Head up to the master bedroom and watch the event. You will eventually fall through a trapdoor and wind up underground. A sequence will follow.

### The Underground Sewers and Train Yard

After awakening in the sewers, you will have to fight another miniboss. Once you defeat the miniboss, get the item located up the stairs and then climb up the ladder. Make your way to the old train yard, and be sure to pick up all the items you come across—especially the Materia orb. More items and a save point are also scattered around the various trains. To get through, you will have to move some of the trains out of the way (the trains you can move look different from the rest). When you get to the front of the yard, head west two screens and watch the event that takes place. Talk with the man on the left if you need any last-minute supplies, then be sure to save your game.

### The Tower Battle

Make your way up the tower to join Barret in the battle. You will have to fight the character on the helicopter, but he will eventually run away. Unfortunately, he takes Aera with him. Watch the destruction of the city section. You'll eventually end up at the playground—go north to get a Materia orb, then make your way back to the town by heading east.

You can do a few things in this town now that were not available to you earlier.

- Go back to the middle room in the mansion and talk to the bed. You will find another item.
- If you go back down to the dungeon area, you will have the choice of beating one of the characters.
- You can purchase Materia orbs at the pottery shop. Previously, the man was sleeping and would not help you.
- If you go to the weapons shop, you can purchase batteries, which you will need later in the game.

Pick up any supplies or orbs you might need. Go back to the playground and walk south. Head back to Aera's house and spend the night. Return to the skunk house, and proceed to the northern part near the gym. Notice the children; follow them to the pipe area. Talk with the girl who is sitting on the back pipe. Climb the pipe until you reach the battery outlet and insert the battery you purchased earlier. This will activate the propeller, enabling you to pass. Con-

tinue to climb the various pipes. You will have to go through some challenges, such as the swinging wire. Continue climbing and you will end up at the front entrance to the Shinra Corp. building. There is a save point here, as well.

### Shinra Corp. Building

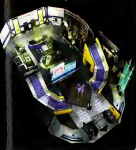
Both Tile and Barret will suggest ways to enter the building. Either choice will eventually get you to the 59th floor. If you want experience points, go with Barret's



A You'll eventually need to make your way into the mansion, but don't forget to take a little bit of work. After you're finished, go to the dead end and continue on.

plan; otherwise, go with Tile's. If you go with Barret's plan, you will have to fight your way to the elevators located at the back of the first level. You will also have

## SHINRA CORP. 1st FLOOR



A fight your way up the stairs and make your way to the back elevators. They'll take you up to the 3rd floor, where the fun begins.

to fight several battles on your way up, so be ready. After arriving on the 6th floor, you will have to head south to get on the other elevators. These will take you to the 60th floor, and the first of the challenges.

### 60th Floor

The objective here is to get your team past the moving guards. If they see you, you will have to fight them—then you must start the challenge all over again. (The guards on the right side of the floor move faster than those on the left, so be careful.) After you sneak past them you should take the stairway up to the 61st floor.

### 61st Floor

There isn't much happening on this level. One of the characters walking around has the key to the next floor, so be sure and talk to everyone. After you get the key, head up the stairs.

## SHINRA CORP. 61st FLOOR



A To progress on, you'll have to get the key that unlocks the 62nd floor. Ask around and you'll eventually receive it.

### 62nd Floor

Head west and talk to the two characters. They will give you the key to the 65th floor if you can guess the secret password. To figure it out, you must either go through the various bosses on this level or simply purchase a key from the man dressed in white. If you manage to guess the password on the first try, you will be awarded with a Mideia orb. Go back to the stairwell and proceed to the next floor.

### 63rd Floor

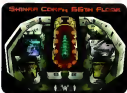
This level is purely optional, but if you finish it correctly you will be awarded with another Mideia orb. The object is to figure out the easiest way to get to the items in the various rooms by only opening three doors. If you get the right item, you can exchange it for the orb. Return to the stairwell, then head up to the 64th floor.

### 64th Floor

There are no puzzles to be solved on this floor. Head to the room on your left to restore your health and then save your game. Continue on to the next floor.

### 65th Floor

You will notice a structure in the middle of this level that has a bunch of sections missing. You need to find the missing sections, the various treasure chests lying around here contain them. Basically, one of the chests is unlocked. Once you find that chest, you need to take the piece from inside and attach it to the structure.



a Head to the bottom of the top-left part of this level and climb on top of the middle ball.

sure. After doing so, another chest will unlock. Continue to replace the missing pieces—you will eventually find the key to unlock the 66th floor.

### 66th Floor

Talk with the various characters on this level. Go to the bathroom located in the northwestern corner. Climb onto the toilet, then into the air vent system. If you climb through the vent, you can watch the Shinra board meeting. After you exit the vent, you will see one of the board members (a scientist) leave and take the stairs to the next floor. Follow him.

### 67th Floor

Talk to the various characters on this level, and continue to follow the scientist. Head north, then east to reach the save point and a treasure chest. Head north once again and ride the elevator up to the laboratory. You will find Apsa endorsed in a glass casing and you will have to hear her. This is also the first appearance of Red XIII, who will join your party. A battle with a miniboss ensues. After you defeat it, you'll need to head to the elevators on the 68th floor. Be sure to pick up the items located in the eastern hallway and on the upper platform.

You will eventually be captured and put into jail. Talk with your party members, then go to sleep. When you wake up, you'll find that your cell door is unlocked and the guards are dead. You need to go back to the laboratory on the 67th floor by taking the elevator. From there, head to the eastern hallway and take the stairs up to the 68th floor.

### 68th Floor and Main Office

Head left, and go through the middle door to the save point. Be sure to save your game here! Go up either of



A As soon as you get to this level, save your game and head upstairs. Soon you'll have to fight some major battles against some minibosses.

the two purple stairways to the President's office. You will find the President dead. Head north through the door, and talk to the man standing outside. Cloud will now break away from the rest of your party.

You will be controlling Aeris after the sequence. Go through the bottom door to find the elevators. Once you activate an elevator you will be attacked by a machine miniboss. After killing that miniboss, you will have to fight a flying machine. Note that since these bosses are on another elevator, only distance attacks will work against them. Most of your characters will have to rely on spells, if possible, arm Red XIII and Aeris with spell Materia orbs. After you defeat the two minibosses, you will regain control of Cloud. Now you must fight the man dressed in white. Focus your attacks on the panther first. If you defeat it, the boss character will be much easier to fight. He will eventually run away.



Go back inside, then head down the stairs, where Tifa is. After saving your game, talk to Tifa. The first arcade sequence looks in here. This object is to protect your friends in the truck until the freeway ends. Every hit by the motorcycles will take off damage, so be careful. You will have to fight another boss at the end of the sequence. Lightning attacks are very effective against this boss.

### The Outside World and First Town

After defeating the last boss, you will find yourself outside the main gate of Midgar. Choose your party members, then head south. Proceed northeast until you get to the town near the river. Follow your party into the hotel and go upstairs. Cloud will then go through a series of flashback scenes about Sephiroth. The only flashback that may be a little bit difficult is the one that takes place (Continued on page 73) ▶

# materia orbs

**1** In *Final Fantasy VII*, characters could find magic "relics" that bestowed extra abilities upon them. With *Final Fantasy VII* Square has built upon the existing system. However, instead of relics, you must find special Materia orbs. When equipped and used, these orbs gain experience and become more powerful.

## MATERIA ORB TYPES

There are basically five different classes of orbs you can find. Each is a different color and has its own abilities. Here is a simple breakdown.



• This is the system screen you will use to equip your various Materia orbs. Notice the orb holders at the top of the screen; they control the maximum number of orbs that you can equip at a time.

### Class: Command Materia

Color: Yellow

Abilities:

- Learn opponent's item
- See opponent's vital stats, such as HP and MP
- Learn opponent's attacks
- Attack twice within one turn

**Summary:** Command Materia are probably the weakest orbs you will come across, but they do provide some skills your party will find useful.

### Class: Spell Casting Materia

Color: Green

Abilities:

- Heal party members
- Increase or decrease a character's speed
- Confuse your opponent
- Cast elemental spells such as fire, lightning, and quake

**Summary:** Spell Casting Materia are probably the most-used orbs in *Final Fantasy VII*. A good strategy is to find out an opponent's weakness, such as Command Materia that use the appropriate spell against it. When equipped, these orbs will lower some of your character's stats such as HP and MP. Don't worry, as the stats will return to normal once the orbs are unequipped.

### Class: Independent Materia

Color: Purple

Abilities:

- Increases character stats such as HP and MP

**Summary:** You should always keep Independent orbs at hand. They raise your character's maximum stats levels, which in turn allows your character to have higher HPs or MPs.

### Class: Support Materia

Color: Blue

Abilities:

- Attack multiple opponents
- Counterattack
- Increase attack/def status

**Summary:** Support orbs are very useful as well. However, they only work when combined with other Materia type orbs. They will not work if equipped by themselves. Different combinations of orbs will result in different abilities.

### Class: Summoning Materia

Color: Red

Abilities:

- Summon other deities that will attack enemies for you

**Summary:** Summoning orbs are easily the most damaging type of Materia available. When equipped, they enable the character to call forth other creatures and characters. The really nice thing about this orb is you can use it to attack multiple opponents.

## MATERIA ORB EXPERIENCE

When you look at an orb's stats, you will notice that each one has a set of stars. These are representation of the levels that an orb can gain. Different types of orbs will have different number of stars. When first equipped, orbs will have a level of one. As an orb gains experience, it becomes more powerful and can be used more often in battle. Each time your party wins a battle, the members will gain "materia points (MP)." It is these MPs that count as "orb" to gain levels. Note: While you may have materia drops, only those that are equipped will gain levels.

While an orb reaches its max level, it will create a duplicate of itself, which you can give to another character. That orb will only have a level of one, though. Be sure that none of your characters are equipped with two of the same orb, as they one will gain experience. The other won't really do anything.

## EQUIPPING MATERIA ORBS

Characters of equipment, both as weapons and bracelets, have slots holders connected to them. Each holder can be equipped with one Materia orb. There are two different types of holders.

- **Single Holders (S-H).** These were designed to hold any sort of orb behind the Support Materia. Since they will only work when attached to another orb, this kind of holder is useless for them.
- **Double Holders (D-H).** These are companion holders. They have been designed to slot a Support Materia on by equipped with another orb. If you don't have any Support Materia, then you can use this holder simply to equip two regular orbs.

## IMPORTANT STRATEGIES

Here are a few useful strategies you should always keep in mind when equipping orbs.

- See what the orb does and give it to the character that would best benefit from it. For example, since Aeris releases a lot of spells, it may be best to equip her with a MP-raising Independent Materia.
- Try to balance out the different types of orbs. You don't want one character having all the Summoning Materia and another one having all the Cure Materia.



• The main purpose of the Materia orb is to cast spells, use the summoning orbs often, as they will enable you to easily defeat multiple enemies. It is also a good idea to give each of your characters at least one defensive and one offensive orb each.

- As for finding orbs, they are hidden throughout the world of *Final Fantasy VII*. Some are just lying around for you to find, whereas others will take some detective work to locate. Explore all locations well, and talk to everyone you come across. Many characters will give you Materia orbs just for asking. As for the most powerful orb, we have compiled some hints to help you find it. Check out our "Breeding Chocobos" tip above to get the full details.

## FIRST TOWN



A Guide to a number of useful items can be found in this town, so be sure to check in every building. I just hope the residents don't mind.

in the mansion. You need to go up the stairs and head to the right. Head down, right, and then up to the curved part of the wall. Pressing on this part of the wall reveals a secret door. Follow the stairway down to the library, where you will find Sephiroth. After a sequence, Cloud will awaken on a bed inside the mansion. Go back down to the library and watch another sequence. Follow Sephiroth out of the mansion and see the damage he has caused.

After all the flashback conclude, you will return to the normal gameplay. Talk to Barret downstairs; he will give you the PHS device that lets you switch party members at certain parts of the game, such as save points. Explore the town, and pick up any supplies you may need. Items are scattered around the various houses, so be sure to check everywhere. After you're finished in this town, travel southwest to the Chocobo farm.

## Chocobo Farm

Talk to the Chocobo nearest to the fence. It will do a dance and then give you the Chocobo summoning Materia. Go to the barn and talk with the first character. He will explain how to get Chocobos, and he will eventually sell you a Chocobo-attracting orb for 2000 gils. Leave the farm area and go over to any spot where you see Chocobo prints. Walk around the area until you get attacked, and it should be an enemy and a Chocobo you have to fight. Don't attack the Chocobo! After the battle ends, you will be able to ride the Chocobo.

Now you will need to head southwest to the cave entrance. A large snake guards this cave, but by catching the Chocobo you can easily outrun him. For those seeking a challenge, simply let the snake's shadow catch up to you and fight it. However, be warned that it may be too powerful for your party right now. After reaching the cave, dismount from your Chocobo and enter the opening.

## Inside the Cave

Head east, then north to find a treasure chest and an item. Climb the brown vine to your left to find a Materia orb. Return to the entrance, then head down to find another chest. Go back up, then walk west. You will encounter some Shino bounty hunters, but they will not fight you. After talking with them, head north to find another item and chest. Head back south and climb the vine up to the cave exit. Go southwest to the bird state-

ue. Talk to the man you encounter here, and head forward to the rope.

## The Rock Town

Climb up the rope and you will enter a town built into the rock face. Climb the ladder to get to the main floor. Be sure to talk to everyone in the town. You will find a save point here, as well as two shops. Climb up the back ladder and walk up the stairs to the lookout room. Talk with the man there. After you are finished, use the rope to climb back down the rock face. Now head northwest to the Cannon town.

## Cannon Town

Talk to everyone in the town, then take the stairs down to the beach. You will see a young girl playing with a dolphin. A miniboss will appear out of the sky that you have to fight. After defeating the boss, you must rescue the girl. This is the second arcade sequence in the game—the object is to get as much as you can into the girl using CPR.

After saving the girl's life, go to the house at the front of town and talk to the lady there. Rest at her house, then head to the house above the stairs. You will meet the girl you saved, and she will give you a Materia orb. Go back down to the beach and talk with the little girl again. You will now have to use the dolphin to get to the real beach. Note: Get almost underneath the main beam and then blow the whistle.

Once on the beam, head left and climb the ladder. Run towards the screen, then go to the control panel located to your left. Activate it and the huge elevator will take you to the lower level. Enter the barracks area located to the south. Head left to the locker room, and use the dolphin in the open locker to dress up as a guard. Follow the other guards out the way. Check in every building because a lot of items are lying around, as well as a save point. Continue west through the tunnel; these follow the road to the other tunnel. You will now be asked to do various marching drills. If you do well, you will also be awarded with an item. Talk with Red VII, then board the boat leaving for Cannon town.

## Aboard the Cannon Town Boat

Pick up the Materia orb and the item in the chest. Talk with all the characters in the hold, then head upstairs. Talk with everyone there, you will notice that your party members are carefully hidden throughout the crew. A save point is located at the front of the ship, but it's blocked by a guard. To make it accessible, go back

down to the hold, then proceed back to the front of the ship. The soldier blocking your way either will be gone. Talk to Barret, who is spying on the main cabin. After the alarm sounds, go back to the hold. Enter the door at the bottom of the stairs. Climb up the ladder to your left, and get the item in the chest. Sephiroth will appear and you will have to fight one of his monsters. After defeating the monster, you will be awarded with a summoning Materia orb. The boat will then dock at another seaport.

## Costa Del Sol

Talk with everyone at the port before heading upstairs to the town. Go through the front door, then head down the stairs located in the northwest corner. You'll find two items and a chest here. Once you are done exploring, leave the town by going under the bridge. Travel northwest and follow the trail through the mountains. Enter the cave at the end of the trail. Head north and talk to the man sitting down. Continue to head north until you reach the Mexico furnace. Head south to the railroad tracks and follow them until you reach the save point.

This is where things get interesting. In the tracks ahead, three places will make you fall. As you're falling, you can control your direction. If you maneuver yourself correctly, you can gather item bags as you climb back up. At the first fall (upper track), it doesn't matter if you fall to the left or right because item bags are found on both sides. Head to the top end and get the item out of the chest as well. At the second fall (lower track), you'll want to fall to the extreme left. At the third fall (upper track), it doesn't matter which direction you drop. Be sure to pick up both items here.

Follow the lower track and meet up with your friends. Head back up to follow the upper track. Go past the bridge and lower the drawbridge by going into the little chest. You can get an extra item here by climbing up the side of the mountain and lighting the parent bird. Return to the lower track and meet up with your party across the bridge. Head to the cave at the bottom for a couple of items and a chest. Continue following the upper bottom track, and cross the big rope bridge.

## The Gold Saver

You will reach a mining town. More information about Barret will be revealed if he is not a member of your current party, then he will be at the town already. Buy any items you may need from the local merchants. If you need rest, head to the hotel at the top of the dirt hill. After you are done, head west and ride the cable car up to the Gold Saver. A save point is located here, but it only works with gold pieces (GP), not Gils. You will have to win GPs if you want to save. There is not much to do here except play games and bet on Chocobos, so head to Wonder Square. You will meet Cate Girl, and he will join your party. Go to the Battle Square and you will come across a dead Shino guard. Eventually, you will be captured and dropped to the ground below.

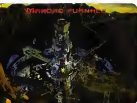
Head through the fence to the next area, and go to the house at the southeast corner. Barret will be here. There



# the world of final fantasy viii



▲ This map combines all the major locations you'll need to visit on the first disc. Have fun exploring!



▲ Travel across this deserted Midwestern town. There is nothing really to do here, so go ahead and proceed to the train tracks.

will be another flashback sequence. Choose your party, then head back to the fenced area. Head north and go through the opening in the fence, then head east through the other opening. You will reach a junk yard. Go east again, then north. Barret will now have to fight his friend from the flashback.

After the battle you'll wind up at the trailer and become a Chocobo rider. The little girl will explain how the races work. Pick up the summoning Materia located at the



▲ You'll encounter this area after the train tracks. You'll need to lower the bridge by activating the controls in the little cabin.

northeastern corner of the title. When you are ready to race, just talk to the girl. (Note that while it may be fun to control the Chocobo yourself, it is often easier just to leave it in automatic mode until you win.) After you win the race, you will be awarded with a whistle.

## Gongaga Area

With your party's new buggy, traveling becomes a lot more easier. Cross the river and head towards the Gongaga sector. You will soon come upon a desolate Midwestern area. Here your party will run into Searles, the female Shinra member. After she leaves, pick up the Materia she left behind—it is the Materia that summons the Titan.

Now go to the nearby village and talk to everyone there. It appears Tifa knows something you don't. With this now on your conscience, it is time to pick up and head towards Cozmo Canyon.

## Cozmo Canyon

After exploring the town for a bit, you will learn that Red XIII is the last of his species. Head inside and rest. Soon, you will meet Red's mentor, and he will discuss a startling revelation. Your party will then have a big discus-

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tion over the campfire. Choose your party members and be prepared to enter the cave.

### Cosmo Canyon: the Cave

As you journey through the caves, make sure you don't miss any treasure chests. This is the only time you'll ever be down here, so take advantage of the situation. Be careful of the slippery floor located to the west. If you're not careful, you'll hit the spikes



A life will see a variety of valleys during your (butterfly-)reaping from ecosystems to airplanes. Their designs are unique, to say the least.

sticking out the wall. Head up and left to reach the next area. You'll see five different paths that you can take, but the only ones you want to go through are the second and fourth passages. These are the paths that lead to actual treasure chests. The other three lead nowhere productive. Note: As you walk through each spider web, be prepared to fight the spider it belongs to. At the end of the cave lurks a miniboss that basically looks like a big face. Once you defeat this miniboss, you'll get another Matsuo orb. After following the old man back to the surface, you'll need to choose your party's members again.

Take your party past Cosmo Canyon, the mountain range, and across the river. You're now headed towards dark territory: Niburnheim.

### Niburnheim and the Mansion

This is the same town that showed up in Cloud's Sephiroth flashback. Upon entering it, Cloud will have a brief conversation with the party. You'll notice a lot of strange-looking characters walking around the city, so be sure and talk to all of them. After you have finished exploring the town, head for the dark and foreboding mansion located to the North.

Search the mansion throughout until you reach the safe located on the left side of the upper floor. You have 20 seconds to open the safe, so make sure you do it correctly. Here is the combination: right 36, left 16, right 06, right 97.

After successfully opening the safe, you will confront a miniboss. Beat him and take the key this unlocks the door in the basement and Matsuo orb. A hidden passage on the right side of the upper floor leads to the basement. Go through it and climb down the spiral staircase. You'll enter a tunnel with a locked door. Use the key that you got from the safe to open it. Within the room of coffins lies Vincent Valentine, a vampire. If you search the coffin, you'll awaken him. Talk to him, and he'll ask you a question about Sephiroth. Tell him about your Sephiroth quest, he'll go back to sleep. Talk to him again, and ask him about his situation. He'll tell you what has happened to him (sort of), then he'll tell you to leave. As you head back out the door to the tunnel, Vincent will pop out of his coffin and join your party.

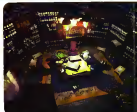
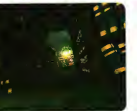
Follow the tunnel to the library room. Sephiroth is here! He'll tell you to pursue him to the Niburnheim Mountain Range. Get the Matsuo he tosses at you and exit the mansion. Near the mansion, at the edge of town, is another exit. This will take you to the mountain range.

### The Niburnheim Mountain Range

Battle your way through the range, and cross the bridge. Don't forget to pick up the item lying on the rocky ledge. Enter the cave and climb the ladders down to the save point below. You'll notice that there is a miniboss blocking the exit. Go ahead and defeat him, then head back up to the upper level. Try sliding down all the various pipes—you will find that some of them lead to useful items, while others go nowhere special. After having some pipe fun, proceed towards the cavern exit (which the boss was earlier blocking) and Rocket Town. Don't forget to pick up the purple Matsuo orb on your way out.

### The Rocket Town

This is the town where Cid Highwind lives. He is currently working on the rocket you can see in the background. Explore the town. Along the way, you'll pass an old plane called the Tiny Bronco. Soon, you will encounter a woman. She'll warn you that the new Shinra president will be arriving in town.



4 This is the mansion library where you'll encounter the deceased Sephiroth. He's desperately searching for the truth about his past, but he won't take what he finds. Eventually, he'll challenge you to pursue him. Be sure to pick up the orb he leaves behind, then follow him to the mountains.

room. Head towards the rocket and you'll meet Cid. Talk to him, then head back towards his house. Talk to the woman again and leave the house. A fat man is here; he has come to borrow Cid's plane (he's looking for Sephiroth). Go out the back door and you'll have to fight one of the Shinra employees. After this sequence of events, Cid will join your party. Now you have a broken airplane that can venture on shallow water. Too bad it can't fly!

### The Blacksmith's House

Head back to the eastern part of the middle continent. Near the area of the Golden Saucer is a tiny house that belongs to the Blacksmith. Here you'll find out about the Keystone, a special item that can unlock the secrets of the Ancient Ruins. The Blacksmith will tell you that he just sold the item to the manager of the Golden Saucer.



Pilot your airplane to the desert area near the Golden Saucer and travel over to the Chocobo tracks located to the east. Since you can't directly get to the Golden Saucer, go back up to Corral town and ride the sky car.

### The Golden Saucer Revisited

Head towards the Battle Saucer and into the display room. Here you will find the keystone and Dio. Have Cloud fight Dio and you will get to borrow the keystone. Following

the keystone, you will leave the Golden Saucer. But wait,

the sky car is out of order! Take Cait Sith's advice and go to the hotel for the night. After a brief talk at the hotel, Aps will ask Cloud on a date.

After the date (if you choose to do it), you return to the hotel, only to discover that Cait Sith has stolen the keystone! You will learn that he is a spy for the Shinra. When you chase him down, if you don't want to follow Cait everywhere... simply go to the Chocobo race area and he will be there. Follow him in and then chase after him. Eventually you'll end back up at the Healed House. Get the room located in the Iron Maiden and proceed to meet your friends downstairs. After a brief rundown, it will be time to set forth on the adventure again: this sky car is now working! Choose your party and head back towards your plane. Bring up your world map, and you'll notice an island located directly east of Corral town. You'll have to go around the entire eastern continent to get there. This is the island of the Ancient Ruins.

### The Ancient Ruins

Upon entering the Ruins you will come across an injured character. Take the keystone from him and make your way through the different passages. Search everything thoroughly. If you see an old man running around, pursue him. Use him as a guide through the maze-like area. He will also tell you some and restore your health. Soon, you will come to a room with boulders tumbling down your path. You will have to maneuver Cloud so that he is always standing at the open parts of the boulders. Get the yellow Miasma orb located near the pool of water and then head to the end of the path. Aps will lead you back to the pool, where images of Sephiroth will appear. After the sequence ends, head back to the end of the path and the old man will be there waiting. Use him to restore all your health and magic.



points, then save the game. Proceed down the stairs to the clock room.

This is a rather interesting puzzle. You will have to use the clock arms to navigate your way to the different paths. Some hide treasure chests that your party can use, while others lead basically nowhere. Just be sure to follow the instructions and you should not have any problems. When you get a chance, stand on one of the arms and let the second hand knock you off. You'll fall to the ground below, where a treasure chest and two minibosses await. Get the chest and head back to the clock area. In the end, make sure your party makes it across to the "V.I." Catch the old man here and a door will open. You simply have to remember where each tunnel goes, and then choose the one that the old man will exit through. When you catch him, the locked door will open like sure to save your game before you proceed. Next comes another encounter with the dreaded Sephiroth!

After revealing his true motives to you, Sephiroth will have you battle a dragon miniboss. Once you defeat the dragon, take the Black Miasma and get out of there. Another miniboss awaits you on the way out, so be prepared. After this big event is over, you'll find that the Black Miasma is gone, and once again, so is Aps and Sephiroth. Your party now finds itself back in the Gongaga area. After a brief chat, it's time to begin your cam-

sure and head towards the northern continent and Bone Village.

### Bone Village

Upon arriving at the Bone Village, your party will learn that the Luna Heep is needed to pass through the sleeping forest. Talk to the minor's leader and request a search for the Luna Heep. Choose the spots where explosives should be placed. While you sleep at night, see Miasma will search through the rubble. In the morning, you will either have the Luna Heep or you won't. You might have to repeat the search a few times until you do get it. After getting the Heep, go through the forest where there will be a piece of floating Miasma here for you to grab and make your way to the Shell Village.

### Shell Village

You can take three paths at this village. If you take the left path at the crossroads, you will come across a stone house. You can save your game here. Be sure to check out the treasure chest, then head east. Go down the stairs and you will find another chest. Go back to the crossroads. Follow the right path this time and you'll find another house. You will find a Miasma orb on the roof. When you finish exploring, go inside and rest. After Cloud realizes that Sephiroth and Aps are close by, leave the house. Navigate your party down the central path until you see a new path. Take the path and prepare for a descent. You will find Aps and Sephiroth below. Save your game here. Now, prepare yourself for an emotional event and a battle with a major boss!

This concludes the walkthrough for the first disc. If you managed to get to the point under 27 hours, then you should be proud of yourself! Next month we'll conclude our FF7 coverage with walkthroughs of disc two and three. Be sure to check it out.



## recruiting yuffie



**T**o recruit Yuffie into your party, you must first find her. Cross the river between the Gongaga Area and Cosmo Canyon. You will see a dense forest area that you'll need to search through. Eventually you will end up battling Yuffie. (Battling into her is a random event, so it may take a while before you actually fight her. The higher your luck statistics are, the more likely you will find her. When you do encounter her, defeat her. [If you save your summoning Materia orbs, then she is really easy to beat.] You will then see her lying on the ground and nearby will be a save point. Don't use it—it is a decoy. If you save the game, Yuffie will run away and you'll be forced to try and catch her all over again. Instead, answer her series of questions. If you answer them correctly she will join your party.

First, she will ask you for a rematch. Ignore her. Second, she will say that you're afraid of her superior strength. Agree with her. Third, she will give you one more chance before she really leaves. Tell her to wait. Fourth, she tells about how you need her and her superior strength for your quest. Say yes, you need her. Finally, she will join your party. You can either ask her for her name or just leave without asking. Leave without asking her name and she will follow you. Yuffie will then join your party.

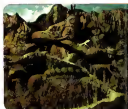
### Utah: Yuffie's Hometown

Note: The events that occur in this town are purely optional, and they will only happen if Yuffie becomes a member of your party.

Using the airplane, plot a course towards the island located to the far west. It contains the town of Utah, which is Yuffie's hometown. As you head towards Utah, you'll encounter Shinra guards. After winning the battle, you'll notice that all of your Materia is missing. Yuffie has stolen it! Head into town and explore every building until you catch her. She'll then lead you into a little trap. Get

out of it by reactivating the levers, then head towards the dam ship. Rag the gong and take the secret passage. You will once again come face to face with the mohawked man from Area 6, as he tries to run off with Yuffie. You'll fight some Shinra guards, after that head back outside. Talk to the two Shinra guys and they will make a temporary truce with your party until both captives can be freed. Head back into town and proceed north towards the statue-carved mountains. You'll find the mohawked man here, along with Yuffie. Prepare for a showdown with his new miniboss. Upon killing the miniboss, Yuffie will return your party's Materia and join your team. Be sure to pick up the item located in the cave.

Head back to village. You will notice the tall tower located to the northwest. If you fight your way up it, you can win a summoning Materia orb. **P** I would not suggest doing this, however, until Yuffie is pretty powerful.



• If you manage to recruit Yuffie, her area and head to her hometown. Some interesting events will happen, and you'll have to fight a couple of Shinra guys up in this mountain area.

## the final fantasy viii mega contest

**S**quare Enix's Final Fantasy VIII is going to be one of the biggest games of the year, and the biggest Final Fantasy Mega Contest is going to be a contest that will test your knowledge about Square's latest masterpiece. All you have to do is play through the last nine of the game and come up with all the correct answers.

Win cool prizes, like:

- action figures
- t-shirts
- duffel bags
- key chains
- posters



To enter the contest, write down your answers on a postcard. Don't forget to answer the Tie-Breaker question, which will be used in case of a tie. Slip on a stamp and fling your postcards to:

**PSM Final Fantasy Contest**  
c/o Imagine Publishing  
150 North Hill Drive  
Brisbane, CA 94005

All entries must be received by October 10, 1997. Winners will be notified either by mail or courier pigeon, so get cracking on that first disc!

1. Cloud Strife is an ex-soldier for what huge corporation?
2. Name Cloud's evil arch enemy.
3. True or False? Chocobo is a large fish that carries Cloud across the ocean.
4. What is the name of Aps's home town?
5. At the end of the first disc, a certain character meets his demise. What is the character's name?
6. True or False? Barret lost his arm, making a hole in his chest.

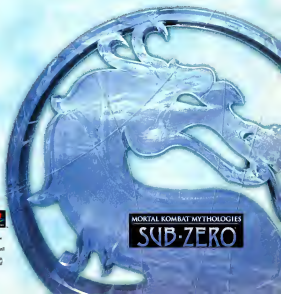
7. What character does Cloud end up going out on a date with?
8. What is the name of the cable group that Cloud eventually ends up joining?
9. How many blocks of memory does FFVIII require to save a game?
10. Has Cloud Strife appeared in another Final Fantasy game? If so, which one?
11. What is the name of the musical instrument that must be found on the northern continent?
12. What is the name "Phoenix Down" used for?
13. What is the name of the continent where Yuffie's hometown is located?
14. What is the name of the man responsible for all the character designs in Final Fantasy VII?
15. How many cities are there in the game where you find Vincent Valentine?

**The Breaker:** Aeris and Tifa seem to reciprocate Cloud's affections. Who do you think really loves Cloud, and why?

**Good Luck!!!**

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MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

# Ace Combat 2: the skills to make you an ace

**N**amco has done it again with the incredible flying game *Ace Combat 2*. A flight sim fan's dream come true, this game resets the standards. It's so deep, after playing through *Ace Combat 2* once, you will realize you have only just begun to scratch the surface. The multitude of secrets and the depth of gameplay will keep you flying the unfriendly skies for months. Following is a basic flight school in which we provide you with the skills it takes to become an *Ace Combat 2* legend. Study, practice hard, and get out your old Kenny Loggins tape—you're on the highway to the danger zone!

## The Finer Points of Control

The only real way to play *AC2* is with the Expert control configuration. If you use the Novice setting, you'll be cheating yourself. Plus, the following strategies and maneuvers will be useless. You need the complete freedom of movement only offered in the Expert configuration to perform advanced aerial maneuvers.

The first thing you need to get a handle on (literally) is the throttle. You can't just fly around at top speeds and expect to get a lock on something—nor can you just fly around at the default speed and stay alive. The sign of a master is knowing when and where to reduce and gain your speed. Stalling will give you the most trouble at first. Each plane you will fly has a different stall-out speed. If you aren't paying attention and you reach or go below this speed, your aircraft will lose power and drop out of the sky. You can also stall when trying to fly straight up. The only way to maintain vertical flight is to go full throttle all the way. High altitude flight will also stall your aircraft because of the thinner air. Again, full throttle is the only way to stay in the air.

You will need to practice matching a bogy's speed when in pursuit. The enemy AI is very good and will often play as airbrakes to make you overshoot. To avoid this, focus on your throttle and react instantly to the bogy's speed. A good strategy is to close to within 1,000 feet, then carefully diminish the gap in gradual steps. Be ready to hit the airbrakes or reduce speed at any time, as things can change quickly at high speeds.

The biggest difference between the Novice and Expert control configurations is the addition of the yaw and roll controls in the expert setting. Pressing left and right rolls your aircraft, which enables all kinds of acrobatic moves not available in the Novice configuration. Roll sideways, then press up or down to execute a turn. Also, when flying sideways you will slowly lose altitude until you right yourself. Use L1 and L2 to yaw left and right. Yaw will turn your aircraft slowly to the left or right while staying horizontal. When the roll and yaw are used together in aerial maneuvers, the results are precision death.



## the secrets and extras

### Music Player

After you finish the game once, you will notice a music player in the options menu. This lets you groove to all the music in the game. Press SELECT to bring up a pretty sweet list of the music. Pressing SELECT again will fill the entire screen with the wave form.

### Extra Aircraft

After playing through the game once, when you start a new game you will be given a new option called Extra. Under the extra option, the selection of planes you can buy will be different—half of the available planes will be new.

### Free Play

Finish the game a second time and you will be given a new option called Free Play. In this mode, you can play any mission with any of the aircraft you have earned.

### Extra Mission

If you do well throughout the game, at the end you will be given an extra mission called Fighter's Pride.

### Aircraft Viewer

Once you finish the game a second time and go into XFA-27, a new mode is enabled that lets you view all your aircraft and the enemies' aircraft.

### Hidden Targets

Some levels have hidden ground targets. They are off the beaten track, so you have to explore to find them.

### Two Secret Aircraft

Two secret jets are eventually offered, one for each time you play through the game. They are the last you can earn, and to get them you must never crash. You earn the F-22 the first time you play. You earn the XFA-27 the second time you play, but only if you use one of the extra aircraft available after the first round.



## using the radar

The radar located in the lower left corner of the screen is extremely useful—first for locating targets, and second for analyzing the angle of the enemy aircraft. The arrow representing the enemy aircraft points in the direction the plane is headed. Use this information to analyze your angle of attack and to judge when to fire a missile. You may have a lock on the enemy craft, but if the arrow is pointing to the right or left you will want hold off on firing your missiles. Wait until you can get the arrow representing the craft to point straight up, flying away from you. A good practice regimen by radar and visual confirmation.

## earned aircraft dynamics table

**T**he table summarizes the weapon parameters for each aircraft. Weapon ranges differ depending on the plane you are using. The range for an aircraft's missiles are a direct representation of the aircraft's attacking power. The aircraft's weight directly correlates to how it pitches when it is shot. Light aircraft should be cautious at low altitudes.

Plane	Weight	Air-to-Air Shooting Range	Air-to-Ground Shooting Range
A-4	LIGHT	300	1,300
F-4	LIGHT	300	900
RF-4	LIGHT	300	900
A-6	REGULAR	300	1,100
F-8	REGULAR	1,000	1,300
F-16	LIGHT	1,200	900
A-10	HEAVY	900	1,200
MIG 29	REGULAR	1,000	1,300
F-14	REGULAR	1,200	900
F-15A	REGULAR	1,300	1,100
RF-4B	REGULAR	1,300	1,300



**fundamental lesson in dogfighting**

The control and dynamics of this game are the closest to the real thing seen on the PlayStation yet. Because of this, you can use real-life techniques to take out your foes. Basically, in a dogfight you want to get behind your opponent. However, the enemy is trying to do the same, so dog fights can last a long time. You only have a limited amount of fuel for each mission, so flying around in circles will just waste it, along with your missiles. You need some advanced skills to vanquish your targets with any kind of speed. Flying left and right will only go so far when acquiring a lock. Use the 3D space to get behind your enemy. This means you need to fly up and down using all the airspace to get where you want to go. Provided are several diagrams for obtaining position on your enemy, in both the defensive and offensive roles.

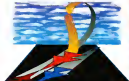
## The Loop-dee-Loop

In the defender's role, when a bogey is on your six behind you, pull straight up and go into a 360° loop, being careful not to stall. When you come out of the loop, coming back to horizontal, look for the bogey in front of you.



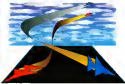
### The Immelmann Roll

When you and the enemy are flying directly at each other, pull up to vertical just before you cross paths. Then pull back as if you were executing a loop, roll back to horizontal and get a lock. This maneuver will save distance over the horizontal plane.



## The Split-S

When in the defensive role, try this life-saving little maneuver: invert and dive vertically, then pull out in the opposite direction, making the bogey overshoot you. Now circle back around and get on the offensive!



### The High-G Yo-Yo

In the offensive role, if you are about to overshoot an air target, climb and hit the airbreak at the same time. That will drastically reduce your speed! Bank as you climb, then push the nose back to horizontal to gain the lock.



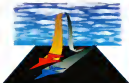
### The Breaking Turn

In the offensive role, the bogey in front of you is turning left or right avoiding your missiles, you need to get a better angle on him by going into an even tighter turn. Do this by turning your wing to the ground and drastically reducing your speed as you turn.



### The Cobra, Maverick Style

While in the defensive role and the bogey is very close behind you, hit your airbrakes and pull straight up simultaneously. Then immediately press your nose back to horizontal after the bogey has passed underneath you.

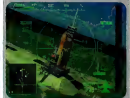
rank badge/  
reward table

The rank badge points are representative of what you earn towards going up in rank. The reward is how much you earn to put towards new planes.

Asset	Rankings Reward	Points	Asset	Rankings Reward	Points
A-1	10	1,250	AA(20)	10	1,000
A-2	20	1,500	BB	10	1,000
A(1-2)	30	1,600	BB(1)	10	1,000
A(2)	40	1,700	BB(2)	10	1,000
A(3)	50	1,800	BB(3)	10	1,000
A(4)	60	1,900	BB(4)	10	1,000
A(5)	70	2,000	BB(5)	10	1,000
A(6)	80	2,100	BB(6)	10	1,000
A(7)	90	2,200	BB(7)	10	1,000
A(8)	100	2,300	BB(8)	10	1,000
A(9)	110	2,400	BB(9)	10	1,000
A(10)	120	2,500	BB(10)	10	1,000
A(11)	130	2,600	BB(11)	10	1,000
A(12)	140	2,700	BB(12)	10	1,000
A(13)	150	2,800	BB(13)	10	1,000
A(14)	160	2,900	BB(14)	10	1,000
A(15)	170	3,000	BB(15)	10	1,000
A(16)	180	3,100	BB(16)	10	1,000
A(17)	190	3,200	BB(17)	10	1,000
A(18)	200	3,300	BB(18)	10	1,000
A(19)	210	3,400	BB(19)	10	1,000
A(20)	220	3,500	BB(20)	10	1,000
A(21)	230	3,600	BB(21)	10	1,000
A(22)	240	3,700	BB(22)	10	1,000
A(23)	250	3,800	BB(23)	10	1,000
A(24)	260	3,900	BB(24)	10	1,000
A(25)	270	4,000	BB(25)	10	1,000
A(26)	280	4,100	BB(26)	10	1,000
A(27)	290	4,200	BB(27)	10	1,000
A(28)	300	4,300	BB(28)	10	1,000
A(29)	310	4,400	BB(29)	10	1,000
A(30)	320	4,500	BB(30)	10	1,000
A(31)	330	4,600	BB(31)	10	1,000
A(32)	340	4,700	BB(32)	10	1,000
A(33)	350	4,800	BB(33)	10	1,000
A(34)	360	4,900	BB(34)	10	1,000
A(35)	370	5,000	BB(35)	10	1,000
A(36)	380	5,100	BB(36)	10	1,000
A(37)	390	5,200	BB(37)	10	1,000
A(38)	400	5,300	BB(38)	10	1,000
A(39)	410	5,400	BB(39)	10	1,000
A(40)	420	5,500	BB(40)	10	1,000
A(41)	430	5,600	BB(41)	10	1,000
A(42)	440	5,700	BB(42)	10	1,000
A(43)	450	5,800	BB(43)	10	1,000
A(44)	460	5,900	BB(44)	10	1,000
A(45)	470	6,000	BB(45)	10	1,000
A(46)	480	6,100	BB(46)	10	1,000
A(47)	490	6,200	BB(47)	10	1,000
A(48)	500	6,300	BB(48)	10	1,000
A(49)	510	6,400	BB(49)	10	1,000
A(50)	520	6,500	BB(50)	10	1,000
A(51)	530	6,600	BB(51)	10	1,000
A(52)	540	6,700	BB(52)	10	1,000
A(53)	550	6,800	BB(53)	10	1,000
A(54)	560	6,900	BB(54)	10	1,000
A(55)	570	7,000	BB(55)	10	1,000
A(56)	580	7,100	BB(56)	10	1,000
A(57)	590	7,200	BB(57)	10	1,000
A(58)	600	7,300	BB(58)	10	1,000
A(59)	610	7,400	BB(59)	10	1,000
A(60)	620	7,500	BB(60)	10	1,000
A(61)	630	7,600	BB(61)	10	1,000
A(62)	640	7,700	BB(62)	10	1,000
A(63)	650	7,800	BB(63)	10	1,000
A(64)	660	7,900	BB(64)	10	1,000
A(65)	670	8,000	BB(65)	10	1,000
A(66)	680	8,100	BB(66)	10	1,000
A(67)	690	8,200	BB(67)	10	1,000
A(68)	700	8,300	BB(68)	10	1,000

## ground targets

Because the on-board computer finds it moment or two to acquire a lock, approaching a target too fast can make you overshoot before you can get the lock. For this reason, you need to apply brakes before reaching a target. A good method is to come at the target upside down. At the last moment, point your nose at the target, lift off your missile, then right yourself and pull away.



## Avoiding a Missile Attack from Behind

When a missile is fired at your six, there are a few maneuvers you can do to avoid deflection: The first is to increase speed and go into a steep bank to the left or right. Continue to hold the turn until the missile has deflected and you are out of danger. Almost the same technique, you can try going into a steep climb with the missile moved out, but be careful not to stall. You can also try rudding quickly to the left and right to avoid a missile. *Double rudding*—steering left and then right, then right and then left—can be used to avoid a missile.

**F** SCD Entertainment's new driving game puts you in the thug's seat by having you commit a crime, then skip town. You have a time limit, so anything goes in this seductively satisfying game.

To pull off the perfect crime, you must plan ahead. You must be ready for anything. To help you avoid incarceration, we're providing a little driver's handbook packed with shortcuts, secrets, and strategy.

Your car can receive both damage and money from colliding with obstacles. Some vehicles are weaker than others, so you should keep an eye on your damage meter. Smashing any object will get you money, but some are worth more than others. Choose your targets carefully.

# Felony 11-79

## the getaway car driver's handbook

### Map 2: Sea Side

In the second mission, you have to catch up to then ram a white limo, trying to acquire the Golden Wings mode. Once you grab the item, you have to get through the police checkpoint. The most direct route through the toll gates (point A) is to the right, but this requires precision driving. A better route might be to the left, where there is no traffic. At point B, drive to the left through the barrier and onto the beach. The sand is slippery, but it is quicker than the road to the right where parked cars are in your way. Just remember to stay clear of the ocean, or your game will be over. After the beach point C, look for the draw bridge to sea whether it is partially down or all the way up. If it's partially down, then you can jump it (point D)—if it's up, you will have to take the long way around. After the draw bridge you'll encounter a road to the right (point E), which is the shortest route. However, if you haven't encountered it already, the limousine will be down the road to the left. The last part of the course will have another road to the right (point F). It is definitely shorter, but it will have two traffic jams in the middle that could slow you down, making the long way to the left the best option. If you're looking for money, then the right path has all kinds of expensive things to run into. Drive down into the drainage ditch to the left when the two roads converge (point G) to avoid the police road block. The ditch is very slippery, so drive on the sides to avoid spinning out. Don't forget to pull back onto the road at the end.



out. Keep up your speed as you navigate it because you have to jump across a couple of gaps in the freeway. When you get to the narrow streets (point D), take the left branches to get to another subway shortcut (point E). This will let you cut near the statue with the onramp (point F). You can jump the track for a shortcut at point (point G). At the frozen lake, take the dirt trail to the right for the most direct route.

### Map 1: Down Town

In the first mission, you collect five stolen dynamite to blow up the gates to Michael's estate—the only way out of town. Use the map to plan the most direct route through Chinatown. You can crash through the red-car mats at points A and B to shave off some seconds. If you're driving the Vespa, you can go through the gaps in the road at point C and down a secret shortcut. When you get to Michael's estate (point D), go through the left-hand gate, then for the exit gates to the right of the building, and avoid the swimming pool. The cops will be on your tail when you leave the estate. They will try to get in front of you and hit the brakes in hopes of stopping you. If you're ready for them, they should be quite easy to avoid. If you're lucky, they might rear-end you, increasing your speed and giving you damage money. Crash through the gas station (point E) for mega loot. At the hotel (point F), just go straight through the billboard and through the stairs of both hotels for the most direct route. Go down the left fork in the tunnel (point G) to avoid all the traffic down the right fork. The final stretch will have a couple of hills that will launch you car (point H). Reduce your speed to avoid losing control when you go over them.



### Map 3: Paris

Your final mission is to get the Silver Staff and try to reach one of six telephone booths in order to call the helicopter that will pick you up at the dock. Several secret shortcuts exist on this level. There are also a couple of different strategies for dealing with this level, since you can get to the telephones either before or after you grab the Silver Staff. However, each phone has a different time limit: 300, 250, 200, 180, 120, and 80 seconds (booths one through six, respectively). If you're going for a good time, booths two and three are your best options. If you're going for the bucks, hit booth six. Right near booth one is the entrance to a subway (point A). If you take the subway, be warned—several obstacles and narrow passages might slow you down a bit. On the other hand, subway cars are worth a tonload of money if you hit one. Exit the subway at point B back onto the road, heading left. Go straight and crash through the billboard (point C) to get onto a secret shortcut. Keep up your speed as you navigate it because you have to jump across a couple of gaps in the freeway. When you get to the narrow streets (point D), take the left branches to get to another subway shortcut (point E). This will let you cut near the statue with the onramp (point F). You can jump the track for a shortcut at point (point G). At the frozen lake, take the dirt trail to the right for the most direct route.

### Earning the Extra Cars

Since there are only three tasks, it's a real night in Las Vegas with flying all-night cars. Here's how you get 10 of them—each match we'll show you how to get the best time.

- GV & NSR:** Complete the first stage before 1:00. Second time limit cars set.
- GTS & BUS:** Complete the second stage before the 7:00-subway time limit cars set.
- DTK & LIM:** Successfully complete the first two missions to complete this stage mission. Complete the two missions before the time limit expires. The time limit will differ depending on which missions both you hit.
- PCS:** Clear stage one in under four minutes.
- GTI:** Clear stage two in under four minutes.
- DGL:** Clear stage three in under four minutes.
- VPR:** Destroy more than \$1,000,000 worth of objects in one first stage.
- ELS:** Destroy more than \$3,000,000 worth of objects in the second stage.
- 360:** Destroy more than \$2,500,000 worth of objects in the third stage.
- F1:** Clear the first stage without hitting any objects worth \$0.
- PLC:** Clear the second stage without hitting any objects worth \$0.
- TNU:** Clear the third stage without hitting any objects worth \$0.

## chocobo breeding

Before we get started, we'd like to point out that this strategy has only been tested on the Japanese version of Final Fantasy VII. The same techs may work on the U.S. version, but some of the names may change. Also, this isn't something you can accomplish in an hour. Expect this process to take between 5-8 hours to complete. Is it worth it? Yes! You get the coolest spell ever made, plus it takes off over 100,000 points worth of damage. Okay, we've warned you. Good luck!

The first thing you must do is go to the house belonging to the old man with the green chocobo in the northern continent. Wander around in the green patches (not snow) until you fight a dragon. Then have one of your party members attempt to steal from it. If you're lucky, you'll come away with an item called KURABU. Repeat this process until you have two of these items.

Next, take your party to the allied tribe to the far northeast on the world map and look for a forest. After landing, take your party to the forest and wander around until you encounter some goblins. Steal from them until you have two of the herbs called ZEO.

Go to the southern continent, near where Cloud fell into a coma, and land near the Chocobo tracks. Now grab four Chocobos and head back to the Chocobo farm. Once there, check them out and keep one male (and one female if needed) Chocobo—that only if they're pinging. If they're not moving or if they're sulking, get rid of them!

Once you have your male and female "popping" chocobo, have them mate and give them the KURABU seasoning before going to bed. The next day you should have a male or female Green Chocobo! Guard any other Chocobos you may have except for the green one.

Now go to the area near the Golden Saurus and land near the Chocobo tracks. Grab four Chocobos and head back to the farm. Keep one male and one "wailing" male and one "wailing" female. Now, head back to the southern

continent and grab four chocobos. If everything goes according to plan (it usually doesn't), make sure you have at least one popping male or female and one wailing male or female (just make sure they're the opposite sex).

Then, have them mate and give them the KURABU seasoning before bedtime. If all goes well, you'll have a blue Chocobo! Note that if you have one male blue Chocobo and one green male Chocobo, you're in trouble. Make sure the blue Chocobo is the opposite sex. Decorate all the yellow Chocobos. Feed your blue and green Chocobos lots of seeds, preferably Shingus. Give them about 30-40 doses of the stuff and they'll be ready to race. Now head to the Golden Saurus.

At the Golden Saurus, race your Chocobos until they're A Class. Then head back to the farm. Back at the farm, mate your newly A-Classed Chocobos and give them the ZEO seasoning before going to sleep. In the morning, you should have a black Chocobo! Now head towards the northern continent and land near the Chocobo tracks. Get four Chocobos here and head back towards the farm.

Once back at the farm, check through the Chocobos until you find one that is running very fast with its head down. If you're lucky enough to find one of these that's the opposite sex of your black Chocobo, then you're in luck! After accomplishing this, feed them about 30-40 doses of the Shingus seasoning and head back towards the Golden Saurus.

When you arrive, race the black and yellow Chocobos until they've achieved an A Class rating, then head back towards the farm. Once back at the farm, have these two chocobos mate and give them the ZEO seasoning. In the morning, you should have a GOLDEN CHOCOBO! This sucker can go anywhere!

Take him or her out and head towards the upper right-hand corner of the map. There you'll see a bowl-shaped island that doesn't show up on the world map! Inside the cave you will find the coveted lightning all the Rivals summoning M-Ten! Now you can beat the game super-early! Good luck!



## chocobo feeding

One thing to take under consideration when raising Chocobos is what kind of food to feed them. Below are a

list of foods and their effects. Some of the foods are cheap and affordable, but they only enhance one category. Others are much more expensive, but they raise two or three of the Chocobo's attributes. Once your Chocobo is at the level where you want it, take it to the race track at the Golden Saurus and race it until it reaches A Class.



FOOD TYPES	AGILITY	ENDURANCE	SPEED
Kizaru		▲	▲
Karaka	▲		
Tanbaru	▲	▲	▲
Pasana		▲	
Kurie		▲	▲
Mimeto		▲	▲
Raigen		▲	▲
Shirugisu	▲	▲	▲

## hir point magic

Here is an interesting trick you can do while playing Final Fantasy VII.

For to work, one of your characters must have a hit point count of exactly 7777. To do this, build up your character's level and you get close to the mark. Then use some of these methods to get the number right on.

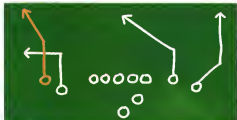
- Equipping and unequipping Mallets raises or lowers
- Getting attacked by monsters to bring your health points down
- Using healing spells to raise your health points by a certain quantity

When a character has attained the correct number of HP's (like 1,000 or 1,000,000), the words "7777 Final" will appear and the character will enter a sort of bewitched mode. It will attack its normal, but each attack will do 7777 points of damage to the enemy. However, you will not be able to select any commands for the character. It will automatically keep attacking until either the opponent is dead or it is.

Once the battle is over, the beast character's HP's will fall to 1, so you will have to heal it before continuing. This trick works with any character; you just have to make sure that the HP's total 7777. This trick is really useful if you use it to fight a boss.

## pros' plays

We asked four NFL players to take a look at the Conerdy play book and pick their favorite play. Then we went through the game and figured out the best way to run them. Now you can tell your friends that Tom Brown is your offensive coordinator.



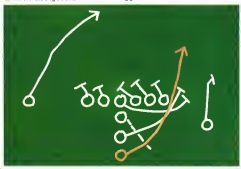
**Tim Brown**  
Wide Receiver, Oakland Raiders  
Formation: Shotgun  
Play: Go Route

What else did you expect from a big-play wide receiver? He wants the ball. This is a great play against man-to-man or two-deep zones. At the line of scrimmage, check to see if there is man coverage or how many safeties are deep in the zone. Against man-to-man, you can rely on Tim's hands and speed by using the advanced passing to slightly overflew the receiver. As the ball gets close, go up for a one-handed grab. Against a zone defense, just wait for Tim to find the cross, then burst and get right into his chest.

## Jerome Bettis

Running Back, Pittsburgh Steelers  
Formation: I-Form  
Play: The Boss

This is a pretty straightforward running play that relies on a good piling center and a solid lead back by the fullback. If the center and fullback can bust a hole and the right side of the line can successfully seal then a quick speed burst through the line will have big Jerome into the secondary, where he can run over and drag the smaller defenders for a big gain.





Instructions

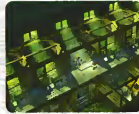
1. Detach
2. Fold
3. Insert



**PSM**  
PLAYSTATION MAGAZINE

# FINAL FANTASY VII

## CHOCERO BREEDING GUIDE



### Chad Brown Linebacker, Seattle Seahawks Formations: 3-4 Play: Tiger

This is a good play against the run or the pass. The zone blitz is one of the newest trends in the NFL, in which the linemen drop back in coverage and the linebackers blitz. It's a great way to get pressure on the quarterback without leaving the secondary unprotected. However, if the offensive line picks up the blitz, the slower linemen have no chance of stalling with a tight end or a linebacker. This is a risky play, but in the right situation it can result in sacks and turnovers.

### Christian Fauria Tight End, Seattle Seahawks Formations: Single-Back Play: Pump QB

This is a good play to exploit tight bump-and-run coverage or a short zone. The pump fake should shake weaker defenders and leave the tight end open over the middle. If there are no deep safeties, then lead the receiver for a big gain. Otherwise, try to sneak under the deep zone for a pickup of 10 to 15 yards.

# NFL GAMEDAY '98



PRO PLAYBOOK

**PSM**  
PLAYSTATION MAGAZINE

## the very first NFL gameday '98 easter eggs

Each egg adds a fun, obscure, or weird twist to the NFL Gameday series, and '98 is no different. Browsing the Easter egg menu is fun, even if the actual content is not. To get the most out of the game, here are the following Easter eggs you can find before they're gone for good. These are the "easter eggs" you may not see, but they're a good thing to know about. We know you're a fan, so we'll tell you.

### Easter Egg Screen

You can access the Easter egg screen by pressing at the top of the screen at the same time while on the main menu. There are any of the following five codes, and each has a different result, by creating more than one for each weird effect.

### Easter Eggs

- look\_ma — Players will have no hands
- horseman — Players have no hands
- fire\_dill — Everybody moves really fast
- humongous — Giant Players
- thin\_air — Kicks will go really high





### Increase Time Limit to 999 Seconds

On the last loading screen before a mission starts, press and hold L1 + L2 + R1 + R2 + X +  $\square$  +  $\triangle$  +  $\circ$  +  $\times$ . Hold the buttons until you begin the mission. You will now have a new time limit of 999 seconds to complete the mission.

### Access All the Missions

Choose Mission, and on the screen with the world map enter the following button combination:  $\times$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ . If you entered the code correctly, the announcer will say "game" and all the missions will be opened up.

### Make All the Mines Available

Choose Mission, and on the plane selection screen enter the following button combination:  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ . SELECT. The announcer will say "game" and all the mines will be available.

### Special Menu Options

Finish the game in less than two hours and leave your memory card inside slot one. At the title screen with the message "Press Start Button," press START. The finished game will be detected and a new option will appear called Special Enter Special and you can access a level select, a stream view mode featuring all the FMV from the game, an XA test mode that plays the voice acting from the game, and an S2 Test Mode that plays all the sound effects.

### Flight Mode

Finish the game in less than two hours and leave your memory card inside slot one. At the title screen with the message "Press Start Button," press START. During game play, press and hold L2 + R2 on controller two, then press X on controller one. This activates flight mode, which lets you use R2 and L2 to fly up and down. Reenter the code to return to normal jump mode.

### Easy Mode

On the screen that flashes "Game Start," press and hold  $\times$  + X +  $\square$ , then press START. When you start a game, you will have more time to complete the levels. In addition, enemy attack and defense will be cut in half.

### Hard Mode

On the screen that flashes "Game Start," quickly press L1, R1, L2, R2,  $\square$ , X,  $\triangle$ . The timing is very important. Now, when you start a game, it will have more battles and less pick-ups.

### Save and Load

Enter the following codes on the Save and Load screen under Passwords.

Level cheat: X0UCHIMSS  
99 lives: XMUC-LIFE  
99 lives and level cheat: XALLDUGOR

Access bonus rounds: X0XSG0TMMH  
All rocket parts: X0C0R0G00R  
Add coordinates to Pico's screen: X0BU  
GLODVC

### SLIPPING ROAD

#### Mirror Truck

In practice mode, select your vehicle, truck, and transmission. As soon as the race begins, drive around and drive in the opposite direction. By the time you pass the first checkpoint, the other cars will turn around and follow. You will be in first place!

#### Extra Credits

At the options menu, press  $\star$ ,  $\star$ , R1, R2, L1,  $\star$ . A 30-second timer will appear in the upper right—you need to quickly highlight Options and tap the X button as fast as possible to increase the credits in the lower right-hand corner.

### Another World

While the words "Press Start" are flashing on the title screen, press R1,  $\star$ , L2. A little green character will appear in the lower right corner. Start a Puzzle Game and there will be another world at the bottom of the screen. Select it to play in a completely new world.

### Character Select

Start a game in Puzzle Mode. When the map screen appears, press  $\star$ ,  $\star$ , then L1 + L2 + R1 + R2. A secret character select screen will appear, and you can press  $\star$  and  $\star$  to change your character! Press an action button to make a selection and continue. Bailey will still be the character on the map screen, but when you start a puzzle you will be playing as the character you selected.

### Reveal the Whole Map

While entering a password or starting a new game, hold R1 + R2 + L1 + L2 +  $\square$ . Continue to hold these buttons while the game is loading. Reveal the map when the mission briefing begins.

### Covert Operation Missions

At the password screen, enter COVER-OPS for the Covert Operation Missions. The code works for both disks.

### Level Passwords

01	N00
2	89T0X0200
3	28U1E2L40
4	RE08R08GU
5	G0L3R0MND
6	D080P1C07
7	D0G0S3D40
8	90S0ZD0F8
9	U7570RKH
10	0Y0M0MYM
11	0R0M0M05
12	N00
13	08F0A00W8
14	00T0X0G2W
15	08UM6RHX8
16	WY0DASR58
17	WY0DWEGL
18	08R0C30W
19	08D0XKES
20	59H0E3KH
21	YMF0ST0Z0
22	GTJ0Z12A

12 3RUUG0F0I  
13 4N8ANTAGH  
14 3NWD30M0T  
15 45Y0V0G0U

### Secret Items

While the words "Press Start" are flashing at the College Star title screen, press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ . A "plink" sound will confirm code entry. When choosing your team, keep pressing  $\star$ . When you pass Wake Forest and Western, you will find nine secret tentacle teams. With the code in place, enter the first Teams option and go to Daytona Beach or Palm Springs; there you will find a new option called Edit that lets you change the Greek letters on the team insignia.

### Swirl Players

Go to the player select screen, press  $\square$ , seven times, and start the game.

### Enable Dunks

At the Teams Match-Up screen, press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ . Start the game and you will be able to dunk from anywhere on the court.

### Whirlwind

Do at least 2 clockwise circles with the D-pad at the Taniguchi Matchup screen.

### Quick Hands

When the Vs screen appears and the announcer says "Today's Matchup," enter the following code:  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Max Power

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ .

### Power-Up Goateeding

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ .

### Power-Up Fire

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Power-Up Turbo

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Power-Up Offense

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Power-Up 3-Pointers

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Power-Up Dunks

When the Vs screen appears and the

announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Power-Up Push

When the Vs screen appears and the announcer says "Today's Matchup," enter the following:  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Push Opponent and Both Fel

When the Vs screen appears and the announcer says "Today's Matchup," enter the following:  $\star$ ,  $\star$ .

### Push Opponent and Only His Teammate Falls

When the Vs screen appears and the announcer says "Today's Matchup," enter the following code:  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### High Shots

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Speed-Up

When the Vs screen appears and the announcer says "Today's Matchup," press  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ .

### Enter all codes at the title screen

### Bamboo Arcade

R2, R1 +  $\star$ ,  $\star$ , L1, L2

### Bamboo Gyrfi

L2, L1 +  $\star$ , R1, R2

### Weapon Select

L2, R2, L1, R1 +  $\star$ ,  $\star$ ,  $\star$

### Weapon Select

You will hear a roar if you entered the code correctly. During the game, crouch then select a weapon.

### Unlimited Continues

L2, R2, L1, R1 +  $\star$ ,  $\star$ ,  $\star$

### Movie Player

L2, L1, R1, R2 +  $\star$ ,  $\star$ ,  $\star$

### SFX Browser

R2, R1, L1, L2 +  $\star$ ,  $\star$ ,  $\star$ ,  $\star$

### Extra Lives

L2, R2, L1, R1 +  $\star$ ,  $\star$ ,  $\star$ ,  $\star$

### Stage Select

L2, R1, L1, R2 +  $\star$ ,  $\star$ ,  $\star$ ,  $\star$ , R2 + L2. If you entered the code correctly, a stage select will appear.

### High-Pitched Announcer

Error Options and push SELECT 40 times. This will give the announcer a high-pitched voice.

### 100% Finished Super Password

This gives you all the perks and all the keys. Enter this password at the password screen. After you fill the first row,











HP: Brandy  
HK: Fatality 1  
LP: Pez  
JK: Fatality 2

### Play as the Classic Characters

All the character select screens, highlight Rayden, Jax, Kinn, or Kung Lao and press SELECT. The selected character will explode and change into the classic version.

### MOTOR TOON OF

#### Extra Options

Highlight Options in the main menu then press and hold L1 + L2 + R1 + R2. Continue to hold the buttons as you enter the options menu and you will have several new choices to select.

### The Sony Ghost Car

To race against a perfect run by the Sony Ghost Data, first select a memory card that has no previous Motor Toon ghost car saves on it. From the main menu select Time Attack. Next, highlight Load Ghost Car from Video and press and hold R1 + X, then will bring you to a screen that says "Select a Video to Load." The only selection available will be 11 TEAM SCEI 2:33:07. Pressing X loads the ghost and eventually brings you to a Ghost Loaded screen. Press X to confirm the load, then start a time attack race like normal to see how you perform compared to the best Sony car on file.

### NARCO MUSEUM VOL. 1

#### Galaga Cheat

At the start of the game, don't begin shooting until all the enemies have assembled. Then destroy all the ships except for the yellow and blue ones in the first row from the left. Allow the two remaining ships to fly around and shoot at you for about 15 minutes. Do not use a single shot. Once you are absolutely sure they have stopped firing at you, go ahead and destroy them. From that point on, no enemies will fire at you.

### NARCO MUSEUM VOL. 2

#### Grubbs level select

At the title screen, press and hold L1 + L2 + R1 + R2, then press START. You can now choose any level to play on.

### Dragon Buster—Rage Vintility

At the Dragon Buster title screen, press SELECT 10 times, then start a game. When your vitality drops to 32 or below, press L1 + R1. This will cost you a credit, but your vitality will rise to 128.

### NANDOK WARRIOR

#### Power Up Weapon

Enter L1, L2, L3, L4, L5, L6, L7, L8, L9, L10, L11, L12, L13, L14, L15, L16, L17, L18, L19, L20, L21, L22, L23, L24, L25, L26, L27, L28, L29, L30, L31, L32, L33, L34, L35, L36, L37, L38, L39, L40, L41, L42, L43, L44, L45, L46, L47, L48, L49, L50, L51, L52, L53, L54, L55, L56, L57, L58, L59, L60, L61, L62, L63, L64, L65, L66, L67, L68, L69, L70, L71, L72, L73, L74, L75, L76, L77, L78, L79, L80, L81, L82, L83, L84, L85, L86, L87, L88, L89, L90, L91, L92, L93, L94, L95, L96, L97, L98, L99, L100, L101, L102, L103, L104, L105, L106, L107, L108, L109, L110, L111, L112, L113, L114, L115, L116, L117, L118, L119, L120, L121, L122, L123, L124, L125, L126, L127, L128, L129, L130, L131, L132, L133, L134, L135, L136, L137, L138, L139, L140, L141, L142, L143, L144, L145, L146, L147, L148, L149, L150, L151, L152, L153, L154, L155, L156, L157, L158, L159, L160, L161, L162, L163, L164, L165, L166, L167, L168, L169, L170, L171, L172, L173, L174, L175, L176, L177, L178, L179, L180, L181, L182, L183, 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L1584, L1585, L1586, L1587, L1588, L1589, L1590, L1591, L1592, L1593, L1594, L1595, L1596, L1597, L1598, L1599, L1600, L1601, L1602, L1603, L1604, L1605, L1606, L1607, L1608, L1609, L1610, L1611, L1612, L1613, L1614, L1615, L1616, L1617, L1618, L1619, L1620, L1621, L1622, L1623, L1624, L1625, L1626, L1627, L1628, L1629, L1630, L1631, L1632, L1633, L1634, L1635, L1636, L1637, L1638, L1639, L1640, L1641, L1642, L1643, L1644, L1645, L1646, L1647, L1648, L1649, L1650, L1651, L1652, L1653, L1654, L1655, L1656, L1657, L1658, L1659, L1660, L1661, L1662, L1663, L1664, L1665, L1666, L1667, L1668, L1669, L1670, L1671, L1672, L1673, L1674, L1675, L1676, L1677, L1678, L1679, L1680, L1681, L1682, L1683, L1684, L1685, L1686, L1687, L1688, L1689, L1690, L1691, L1692, L1693, L1694, L1695, L1696, L1697, L1698, L1699, L1700, L1701, L1702, L1703, L1704, L1705, L1706, L1707, L1708, L1709, L1710, L1711, L1712, L1713, L1714, L1715, L1716, L1717, L1718, L1719, L1720, L1721, L1722, L1723, L1724, L1725, L1726, L1727, L1728, L1729, L1730, L1731, L1732, L1733, L1734, L1735, L1736, L1737, L1738, L1739, L1740, L1741, L1742, L1743, L1744, L1745, L1746, L1747, L1748, L1749, L1750, L1751, L1752, L1753, L1754, L1755, L1756, L1757, L1758, L1759, L1760, L1761, L1762, L1763, L1764, L1765, L1766, L1767, L1768, L1769, L1770, L1771, L1772, L1773, L1774, L1775, L1776, L1777, L1778, L1779, L1780, L1781, L1782, L1783, L1784, L1785, L1786, L1787, L1788, L1789, L1790, L1791, L1792, L1793, L1794, L1795, L1796, L1797, L1798, L1799, L1800, L1801, L1802, L1803, L1804, L1805, L1806, L1807, L1808, L1809, L1810, L1811, L1812, L1813, L1814, L1815, L1816, L1817, L1818, L1819, L1820, L1821, L1822, L1823, L1824, L1825, L1826, L1827, L1828, L1829, L1830, L1831, L1832, L1833, L1834, L1835, L1836, L1837, L1838, L1839, L1840, L1841, L1842, L1843, L1844, L1845, L1846, L1847, L1848, L1849, L1850, L1851, L1852, L1853, L1854, L1855, L1856, L1857, L1858, L1859, L1860, L1861, L1862, L1863, L1864, L1865, L1866, L1867, L1868, L1869, L1870, L1871, L1872, L1873, L1874, L1875, L1876, L1877, L1878, L1879, L1880, L1881, L1882, L1883, L1884, L1885, L1886, L1887, L1888, L1889, L1890, L1891, L1892, L1893, L1894, L1895, L1896, L1897, L1898, L1899, L1900, L1901, L1902, L1903, L1904, L1905, L1906, L1907, L1908, L1909, L1910, L1911, L1912, L1913, L1914, L1915, L1916, L1917, L1918, L1919, L1920, L1921, L1922, L1923, L1924, L1925, L1926, L1927, L1928, L1929, L1930, L1931, L1932, L1933, L1934, L1935, L1936, L1937, L1938, L1939, L1940, L1941, L1942, L1943, L1944, L1945, L1946, L1947, L1948, L1949, L1950, L1951, L1952, L1953, L1954, L1955, L1956, L1957, L1958, L1959, L1960, L1961, L1962, L1963, L1964, L1965, L1966, L1967, L1968, L1969, L1970, L1971, L1972, L1973, L1974, L1975, L1976, L1977, L1978, L1979, L1980, L1981, L1982, L1983, L1984, L1985, L1986, L1987, L1988, L1989, L1990, L1991, L1992, L1993, L1994, L1995, L1996, L1997, L1998, L1999, L2000, L2001, L2002, L2003, L2004, L2005, L2006, L2007, L2008, L2009, L2010, L2011, L2012, L2013, L2014, L2015, L2016, L2017, L2018, L2019, L2020, L2021, L2022, L2023, L2024, L2025, L2026, L2027, L2028, L2029, L2030, L2031, L2032, L2033, L2034, L2035, L2036, L2037, L2038, L2039, L2040, L2041, L2042, L2043, L2

enter any of the names from the credits list from the back of the instruction manual. Adjust the stats to your liking and add the created player to any of the teams. Whenever you score with that player, the announcer will call out the player's name.

## NCAA FOOTBALL GAMEBREAKER

### Easter Egg Screen

At the main menu, press L1 + R1 + L2 + R2 to bring you to the Easter Egg screen.

### Game Codes

Enter any of the following codes at the Easter Egg Screen. All the codes are case-sensitive and affect both teams CPU - computer opponents are angry.  
 Cannon - quarterback has stronger arm.  
 Flash - juke or turbo boost.  
 Injured Up - easier injuries.  
 Loose Cover - looser coverage.  
 Madgers - all players are small.  
 ND All Stars - Notre Dame All-Star team.  
 Hands - easier catches.  
 Super Staff - better stiff arm.  
 Tight Cover - tighter coverage.  
 Juke - player cuts quicker.  
 Circus Flip - jumping receivers flip when they are hit.  
 Long Dives - more yards when you dive.  
 Hammer - bigger hits or receivers.  
 Jack T - easier to knock the ball out of the wide receiver's hands.  
 Giants - players are huge.  
 Lights Out - dark stadium (only for night games).  
 Blizzed - snows really hard.  
 Platinum - platinum-colored players.  
 USC All Stars - Southern California All-Star team.  
 Big Arm - quarterback has a stronger arm.  
 Thunder Foot - kicker has strong leg.  
 Blocking Up - offensive line blocks better.  
 Tackles - tackling is better.  
 Snap It Up - turns off all blocking and defense a good-cb.  
 Slow CPU - computer is slower.  
 Politics - no fouls on the home team.  
 Tornado - wind blows really hard.  
 Gold - gold-colored players.  
 C&U All Stars - Ohio state All-Time.  
 Healthy - the players are never hurt.  
 Fast Clock - clock runs faster.  
 Slow Clock - clock runs slower.  
 Tannerman - better spin move.  
 Credits - shows credits.  
 Dark Stadium - ???  
 Hurricane - rain harder.  
 AIA All Stars - Auburn All-Time.  
 EMU All Stars - Eastern Michigan All-Time.  
 Silver - silver-colored players.  
 Bronze - bronze-colored players.  
 Copper - copper-colored players.  
 White Knights - white-colored players.  
 Phantom - black-colored players.  
 NAB All Stars - Nebraska All-Time.  
 Little Foot - kicker has a weaker leg.

Helium - hinging time is better on kids.  
 Backing Down - weaker offensive line blocks.  
 Tackles - tackling is better.  
 Rack Em - hits harder.  
 Interceptions - more interceptions occur.  
 Fumbles - more fumbles occur.  
 Swim Up - makes it easier to swim past someone.  
 Switch Down - makes it harder to swim past someone.  
 Cuel CPU - ???  
 Big QB - selects as a giant.  
 QB QB - gamebreakers are giants.  
 Tiny QB - gamebreakers are midgets.  
 Amicos - giant cheerleaders.  
 Fast Foot - kicker has a stronger leg.  
 Mich All Stars - Michigan All-Time.

## NEED FOR SPEED

### The Secret Las Vegas Track

Enter a tournament; then choose Free-wheel. Enter the password TSYBNS and press START. You can now return to the main menu and select any game mode. When you reach the track selection screen, it will have a new track entitled Las Vegas.

### Relly Tracks

After entering the password TSYBNS, then select entry, highlight any track. Press and hold L1 + R1. This will change the paved track into a dirt road.

### The Secret Oasis Springs Track

After entering the password TSYBNS, highlight the track Rusty Springs. Press and hold L1 + R1 to access the desert course. Clear Springs.

### The Secret Car

After entering the password TSYBNS, choose any race mode. At the car select screen, highlight any car. Hold L1 + R1 to select the secret experimental car.

### Arcade Mode

After entering the password TSYBNS, access the Race Location menu and highlight the segment you. Press and hold L1 + R1 and the words "Arcade Mode" will appear.

### The Secret Lunar Springs Track

Enter the Tournament mode and input the password SPSSHC. Next, go back and choose any racing mode. Hold L1 + R1 + Z, on Rusty Springs to access the secret track on the moon.

### Machine Gun

Select a head-to-head game. After selecting your opponents car, immediately press and hold L1 + Z + L3 + R4. In a place of a horn you will now have a machine gun.

### Add Weight to Your Car

Enter TSYBNS at the password screen. At the car selection screen, select Car

Showcase then Mechanical. From here, select Next Side. Add some weight to the front of the car you are viewing by pressing L1, to the back of the car by pressing R1. The weight is marked by the number of red triangles at the end of the car.

## NEED FOR SPEED 2

### Bonus Track

Enter SHOTIME at the password screen.

### Extra Camera Angles

Hold down L3 + L2 + R1 + R2 + X + Y + Z + L1 as soon as a race is selected.

### Tournament Level Passwords

First password for finishing Proving Grounds: LDDWTD  
 finishing Outback: GROWPS  
 finishing North Country: HTYBGG  
 finishing Pacific Spire: WGLDGG  
 finishing Mediterranean: BRDGGG

### Power Acceleration

Enter POWRUP at the password screen.

### Bonus Cars

Enter the following passwords at the password screen.  
 Ford Indigo: LULZP  
 school bus: BLGME  
 lime: LIMOME  
 semi truck: SEMME  
 VW Bug: BUGME  
 van: VANME  
 Army truck: ARMYME  
 snow truck: SNOWME  
 T Rex dino suit: TREXME  
 station wagon: WAGOME  
 car: CARMTE  
 outboard: OUTHINE  
 truck: JETME  
 oil: CITME  
 Volvo: VORME  
 Jeep: JAME  
 Mercedes Benz: SMOME  
 car: BEETME  
 Mazda: MAZME  
 train car: TRAMIVE  
 crane: CRATME  
 long car: LOVME  
 log: LOSOME  
 news stand: STDOVE  
 product stand: STDAMS  
 People of the Temple stand: STDSME

## NFL GAMEBREAKER

### Game Codes

Enter any of the following codes at the password screen (press SELECT from the options menu). Use only capital letters, and don't leave out any periods. The codes will affect both teams.  
 SKELETON - access two hidden skeleton teams.  
 STURDIDS - built for players.  
 CRUNCH TIME - tackled players go flying.  
 PICK CITY - easy interceptions.  
 CANYON ARM - bullet passes.  
 BIG BOYS - bigger players.

URSHOTIDE - greatly increases game difficulty.

MAHHEM - easier injuries.

DEFENSE - power-up defense.

JUICI - faster turbo boosts.

STODGIM - weaker tackles.

OFFENSE - power-up offense.

## View All Cameras

During the opening cinema, press and hold L1 + L2 + R1 + R2, then press START. Continue to hold the buttons to view all the cinemas.

## NFL GAMEBREAKER 97

### Game Codes

Enter the Easter Egg screen by scrolling the start game screen in either pre-season or season play then press L1 + L2 + R1 + R2. From this screen enter the following codes.

Access - 77777

Atomic bomb - explosive hits.

Backpack - quarterback throws harder.

Big stars - star players are bigger, better with higher careers.

Barbers - 77777

Big Girls - cheerleaders are bigger.

Blind as - less penalties.

Blizzard - strong winds when it's windy.

Bo Knows - extensive shoulder charge.

Buttle - more injuries.

Broadway Jon - quarterback accuracy is better.

Butte - more penalties.

Butts - better interceptions.

Credits - shows credits.

Cunty - tougher hits.

Dark night - night is dark (not suggested).

Defense - better defense.

Derah - 77777

Demopay - higher field goals.

Doc - fans beat Easter egg problem.

Equizer - 77777

Electric FBI - electric football.

Fire crout - players are little.

Frage - all players are big.

Frog - higher fumbles.

Go speed - makes the game as fast as Gamebreakers.

Ed Challenge - computer is harder.

Denius - computer is really hard.

Gloves - less fumbles.

Goleth - huge players.

Hang time - punts and kick off higher.

Hatcher - invulnerability.

Hops - offensive line blocks better.

Home cooking - players are fatter.

Hot shales - just like playing Madden 97.

Idiot - computer is stupid.

Inflatable pop ups - adds pop ups from the last game.

Juggler - 77777

Jack - faster speed burst.

Long jump - higher jump - don't use if you put at Hatcher or frog.

Loose mouth - announcer is louder.

Kawls - forearm shiver is a karate chop.

Krag - 77777

Wendench - defensive line is faster.

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ture three Spinning Death moves at the same time (\*, \*, \*, □ + □). If done correctly, you can play two forms of bowling with the worshippers as pins.

#### Caveman Volleyball

In a two-player game, play until you reach the Cave stage (the beach with the temples on both sides). When a caveman runs into the foreground after a combo, swing him into the air to your opponent, who should hit him back to you. Continue volleying the caveman. After a couple of passes, a volleyball net will appear, complete with a referee on a tall chair.

#### Felling Caves

In the two-player game, you must be on Run's stage, and one player must be Chaos. When the timer is just about to run out, have Chaos perform a Fort of Fury (hold □ + □ and press +, \*, \*, \*). If the green cloud is in the air when the timer reaches 0, game will fall instead of finishing when the match goes into sudden death.

#### PRO FINALS

##### Turbo Mode

To play in Turbo mode, get a high score and enter PRO in the high score list.

##### PROJECT OVERKILL

You can enter the following codes during gameplay, or pause the game and highlight Sound Volume.

##### Clock

Press and hold □, then press □, □, □, □. Release □. Next, press and hold X. Press □, △, then release X. The word "cheater" will appear at the top of the screen, and you will be cheated.

##### Speed

Press and hold \*, then press □, △, △. Release \*. Hold + and press X, □, □, then release \*. The word "cheater" will now appear at the top of the screen and you will move faster.

##### Shield

Hold \* and press □, □, △. Release \*, hold + and press □, □, X, then release \*. The word "cheater" will now appear at the top of the screen and you will move faster.

##### Refill Health

Hold □ and press □, X, △. Release □, then hold □ and press □, X, △. Finally, release □.

##### Refill Ammo

Hold □ and press □. Then release □. Hold □, press X, then release △. Hold □, press X, then release □. Hold X, press □, then release X.

#### Skip to the End of the Current Level

Press X, \*, \*, \*, Hold □, press □, then release □. Hold X, press △, then release X.

#### RACE RACER

##### Mirror Mode

To race on a mirrored version of any track, first select a race. Then press and hold L1 + R1 + SELECT + START until the race starts.

##### Toggle the Rear View Mirror

To turn off the rear view mirror, pause the game and press L1 while holding △.

##### Enhanced Colors

For additional colors when painting your own logo, move the cursor out of the painting area and simultaneously press L1 + L2 + R1 + R2 + SELECT. An RGB option will appear. To change these values, press left or right on the D-pad and R1 + \* or +.

##### Rotate the Logo

To get a better idea of how your logo will appear on a car, hold L1 + R1 and press any direction to rotate and flip your artwork.

#### RAIDEN PROJECT

##### Free Play Code

At the title screen, choose Adjust Settings, then Miscellaneous, then select Credit Limit. Press □ + X + □ + △. Credit Limit will change to Free Play.

##### Missile Select

At the difficulty settings screen, press and hold L1 + L2 + R1 + R2, followed by the START button.

##### 16 Credits

Using controller two, set the credit limit to one and start the game. As player two is launching, grab controller one and press start. Let the player two ship die and player one will now have 16 credits.

#### RALLY CROSS

Enter the following codes in the New Season Menu. Once you've entered a code, you don't actually have to finish or even play the season—just back out to the main menu and play whatever mode you wish.

##### Game Cheats

stone - heavy cars that hug the road  
feather - light cars that bounce around  
fast - low-gravity cars really fly when they catch air  
spinner - car wheels turn 90 degrees flat tires - you get fat tires  
no wheels - AXA without rally wheels - the opposite of no wheels  
barrier - turns off collision detection with other cars

noxious - mud, water, ice, and the like won't slow you down  
redshift - realistic gravity

#### More Game Cheats

These codes will give you access to other cars and tracks:  
wet me - equivalent to winning the rookie season  
me a pro - equivalent to winning the veteran season  
weed - equivalent to winning the normal, head-on, and mixed pro seasons

#### RAYMAN

##### Unlimited Continues

When you reach the continue screen with three or less continues, press +, \*, \*, \*. Your continues will increase to 10. You can do this as many times as you like, as long as you have three or less continues left.

##### Fight the Final Boss

Enter 9420XGWBQ as the password screen.

##### TV Screen

To turn on a small TV window in the top center of the screen, first pause the game. Then press and hold R2 while you press □, \*, \*, \*.

##### Hidden Rayman Animations

After the Lb+Soft logo appears, press and hold L1 + L2 + R1 + R2. Continue to hold them until the animation of the brick wall, then press and hold START. When the screen goes black, release.

##### 99 Lives

Enter X999999999999 as the password.

#### REBEL REBELT

##### Access all the levels

easy level: X, > X, □, X, △  
medium level: X, □, △, X, X, △  
hard level: X, □, □, X, X, △

#### RECORDED

##### Play on the Hidden Character: Frank

On the character select screen, highlight Mamma and press L1, \*, \*, \*, R1, □, L1, L1. A red balloon will appear over Sister Maggie. Highlight and select her slot to play as Frank.

##### Extra Ammo

For extra ammunition, pause the game then press and hold L1 + L2 for 10 seconds. With these buttons held, press △, \*, \*, \*, □, △, +. After entering the code, you will be able to refill your ammo by pausing the game and selecting the ammo option that appears.

##### Healing

To heal yourself, pause the game and hold L1 + L2 for 10 seconds. With these

buttons held, press +, \*, \*, △, \*, \*. After entering the code, you will be able to heal yourself by pausing the game and selecting the health option that appears.

##### Level Skip

Pause the game and hold L1 + L2 for 10 seconds. With these buttons held, press +, △, X, +, □, △, +.

##### Weapon Power-Up

Pause the game and hold L1 + L2 for 10 seconds. With these buttons held, press +, \*, X, <. After returning to gameplay, you can power up by pausing the game and selecting the power option that appears.

#### RETURN FIRE

##### Level Passwords

##### For One-Player Games

- 1 Umbrella, Bird, Butterfly, Flower
- 2 Feca, Taisot, Bunny, Umbrella
- 3 Bunny, Umbrella, Bird, Bird
- 4 Flower, Umbrella, Bunny, Taisot
- 5 Bird, Taisot, Butterfly, Butterfly
- 6 Bear, Bear, Clover, Bird
- 7 Bunny, Taisot, Umbrella, Heart
- 8 Clover, Butterfly, Bird, Heart
- 9 Heart, Butterfly, Taisot, Heart
- 10 Umbrella, Umbrella, Bird, Flower
- 11 Flower, Taisot, Clover, Butterfly
- 12 Heart, Umbrella, Clover, Heart
- 13 Bunny, Feca, Flower, Clover
- 14 Bunny, Feca, Bear, Bird
- 15 Flower, Umbrella, Bird, Bunny
- 16 Flower, Bear, Heart, Umbrella
- 17 Bear, Bird, Heart, Clover

#### RIDE RACER

##### Race Backwards

Start a race on either of the extended tracks, immediately turn around, and increase your speed to at least 80 mph. Break through the wall at the finish line and race the track backwards.

##### Eight New Cars

Kill all the enemy ships in Galaxian at the beginning of the game to receive the eight new cars.

##### Race as the Black Car

To race as the black car, best it in the Time Trial Extra mode.

##### Control the Flag

At the title screen, press and hold any two shoulder buttons. While holding the shoulder buttons, press any of the other buttons, or any direction on the D-pad to move the flag.

#### RIDGE

##### RACER REVOLUTION

##### Funky Cars

At the Galaga '88 game, press and hold L1 + R1 + \* + SELECT + △. This enables a laser that wipes all the time-race off the screen, resulting in a perfect.





**Silver Cup TRAIK**  
**Gold Cup NEJAT**  
**Platinum Cup OCUGAL**

**Hidden Driver and More**

Enter the password **TURDAY** for a hidden driver, a hidden level, and many advanced options.

**RESCUERS**  
**Resurrect Grimo**

Grimo can be resurrected, but you must defeat Tox with Fahn and recruit all 108 Stars of Destiny. Before the final battle, Loireast will resurrect your friend!

**Show Me the Money**

In Reklind, talk to Marco and bet as much money as you can. When the stops switching the cups around, look under the cup on the far right. Play again, and this time look under the middle cup. Out, and come back again. Repeat this method to get a lot of money!

**SUPER PUZZLE**  
**THUNDER E TURBO**

All you can select hidden characters in all modes except Street Puzzle mode.

**Play as Akane**

For player one, put the cursor on Mor again, hold SELECT, and enter **\*, \*, \*, \*, \***. For player two, put the cursor on Felice, hold SELECT, and enter **\*, \*, \*, \*, \*, \*, \*, \***.

**Play as Devilot**

For player one, put the cursor on Mor again, hold SELECT, and enter **\*, \*, \*, \***. When the timer reaches 10 seconds exactly, press **↓**. For player two, put the cursor on Felice, hold SELECT, and enter **\*, \*, \*, \*, \*, \***. When the timer reaches 10 seconds exactly, press **↓**.

**Play as Helen Ko's Sister**

For player one, put the cursor on Mor again, hold SELECT, move the cursor one square to the right, and press **↓**. For player two, put the cursor on Felice, hold SELECT, move the cursor two squares to the left, and press **↓**.

**Play as Anite**

For player one, put the cursor on Mor again, hold SELECT, move the cursor two squares to the right, and press **↓**. For player two, put the cursor on Felice, hold SELECT, move the cursor one square to the left, and press **↓**.

**Stage Select**

After selecting your character, hold **L2 + R2 + SELECT** and choose your handicap. While still holding **L2 + R2 + SELECT**, press one of the following buttons:  
Donovan **↑** Devilot **R1**  
Helen Ko **X** Morgan **+**  
Sakura **△** Chun Li **+**

Felice **↑**

Akuma **L1**

Don no button

Ryu **+**

Kat **+**

**Play Against CPU Devilot**

Before reaching stage seven, you must complete all of the following, without continuing, defeat an opponent within one minute in one round, have at least one Super Combo, have a maximum chain of four or more, have a maximum Power Gem of at least 20 units.

**TEKKEN**

**Play Galsze with Two Ships**

While the game is first loading, press and hold **↑ + L1 + L + X** on the player two controller.

**Play as Heihachi**

Beat the entire game without continuing, to play as Heihachi.

**Play as Devil Kazuya**

Beat all of the rounds of Galsze at the beginning of the game.

**Play as Sub-Boss**

You must first defeat all the normal characters, then defeat your character's sub-boss. Now you will be able to play as your character's sub-boss.

**Player Costume Change**

At the character selection screen, press **↑** for costume one, or **X +** for costume two.

**TEKKEN 2**

**Play as Roger/Wax**

First, acquire all the sub-bosses and defeat Devil Kazuya. Next, start a game in arcade mode and select Heihachi. At the third match, let the opponent work you down to 5% energy, then come back and win the match. If done correctly, you will hear the announcer say "Great!" Your fourth match will be against Roger/Wax. Defeat him and the following six matches and you will be able to play as Roger/Wax.

**Purple Kazuya**

Kazuya is the only character with a third outfit. Use the START button to select Kazuya and give him a purple outfit.

**Big Head Mode**

First, beat the game and acquire all the bosses and sub-bosses. Next, when selecting a character, press and hold SELECT. Hold it until the match begins. For an even bigger head, win a match using the big head mode, then press and hold SELECT during the victory pose. Hold the select button through the character selection process until the match begins.

**Wire Frame Mode a la Punchout**

To turn your character into a green wire frame, first beat the game and acquire all the bosses and sub-bosses. Next, press

and hold **L1 + L2** when selecting a character. Hold them until the match begins.

**Play as Sub-bosses**

To play as sub-boss, beat the Devil with each character.

**Play as Kazuya**

To play as Kazuya, beat the Devil with any sub-boss.

**Play as Devil or Angel**

Beat the Devil with Kazuya. Press punch or kick to select Angel or Devil.

**100% PIN KILLEY**

**Taunts**

You can taunt the other team while playing in Team Play mode. During the teams approach, press and hold **L1 + L2 + R1 + R2**, then press the following:  
**△** "Duke!" **↓** "Nazi!"  
**□** "Loser!" **X** "You Suck!"

**TEKSTEST V2**

**Level Select Cheat**

At any point during a game, press and hold **L1 + R1 + \*** **→ C + START + SELECT**. You will hear a grinding noise if you entered the code correctly. Quickly let go of the buttons and immediately press **L2 R1 X**, and **+**. You will hear a word if you entered it correctly. Now, any time you want to advance a level, press **L1 + L2 + R1 + R2**. You will go to the next level as soon as no more enemies are on the web.

**Tricky Mode**

At any point during a game, press and hold **L1 + R1 + \*** **→ C + START + SELECT**. You will hear a grinding noise if you entered the code correctly. Quickly release the buttons and press **L2 + R1 + X + \***.

**Play Classic Tekstest**

To play classic Tekstest, get the number one high score and enter your name as YIPPIE or HVS.

**TEST DRIVE OFF ROAD**

Enter the following codes in the player name screen:  
**BEEFY** - unlocks the monster truck  
**LOWWIDER** - unlocks the stock car  
**SPRINT08** - unlocks the buggy  
**FIFTY** - unlocks the hot rod  
**FIREHOLE** - unlocks truck 7  
**SANDOLINE** - unlocks truck 8  
**CRAZY** - unlocks truck 9  
**BUTE** - unlocks truck 10  
**SHOOWMAN** - unlocks truck 11  
**ALUTRACK** - unlocks truck 12  
**DAWON** - unlocks no collision

**TETRIS PLUS**

**Stage Select**

Choose puzzle mode and select Password. As soon as the password screen appears, press **\*, \*, \*, \***.

**THUNDER PRAK**

**Money Code**

When it's time to enter a nickname, enter "booms." Once the game starts, press and hold **↑ + X + C**. This will give you lots of money as well as access to all the rides, shops, and attractions.

**THUNDERSTRIKE 2**

**Level Select**

Go to the password screen to enter the following codes:  
South America  
Level 1: 0RHV0WVEB0U550  
Level 2: 2W070VWVE0062  
Level 3: 7H 03V7AF06481  
Level 4: 8VH0VWVHJC2491

**Gulf 2: Oil Dispute**

Level 1: VWH0VWVEB0U550  
Level 2: 0VH0VWVHJC2491  
Level 3: 1FH0VWVHJC2491  
Level 4: 1FH0VWVHJC2491

**Strike**

Level 1: 0H0VWVHJC2491  
Level 2: 1VH0VWVHJC2491  
Level 3: 1VH0VWVHJC2491

**Central America**

Level 1: 1VH0VWVHJC2491  
Level 2: 1VH0VWVHJC2491  
Level 3: 1VH0VWVHJC2491

**South China Sea**

Level 1: 1VH0VWVHJC2491  
Level 2: 1VH0VWVHJC2491  
Level 3: 1VH0VWVHJC2491

**Parma**

Level 1: 1VH0VWVHJC2491  
Level 2: 1VH0VWVHJC2491  
Level 3: 1VH0VWVHJC2491

**Eastern Europe**

Level 1: 1VH0VWVHJC2491  
Level 2: 1VH0VWVHJC2491  
Level 3: 1VH0VWVHJC2491

**Gulf 1: Convo**

Level 1: 1VH0VWVHJC2491  
Level 2: 1VH0VWVHJC2491

**End T7628U25CM40H**

**TIGERSHARK**

Enter the following passwords at the password screen:  
Invulnerability: KURSK  
Infinite ammo: 10000  
Improved weapons: RUBLE  
No collision detection: BURAN  
Bosses showing where collisions will occur: DNEPR  
Blank pause screen: RUSS  
Large funny-colored polygons: VOLGA  
Small funny-colored polygons: RODOV  
Cancel all cheats: MINSK  
Hovers over the water: BOYUT  
See Hunter hidden game: BREED  
Move menu: KIEV  
Bug Riders preview move: BUGGY

**Level Passwords**

Level 2: AGILA  
Level 3: PASHA  
Level 4: MITAS  
Level 5: NAWAT

**TIME COMMAND****Level Passwords**

Enter these passwords at the code menu and play the levels in easy mode.  
Prehistoric: Start the game.  
Ramen Empire: TUIHOUSEY  
Japanese: AOSAGZLY  
European Middle Ages: ZIPKYGLZ  
Conquistadors: EIBELPWNF  
Western: EVAGPWNN  
Modern Wars: ENQOEDHU  
Future: NDWMHGEC  
Beyond Time: XENUBDFS

**Refill Health**

At any point in a game, pause by pressing START, Highlight Sound FX and enter X, \_ \_ \_ , X, X, \_ \_ \_ , X, X. You should hear a noise. When you unpause the game, your health should be full.

**Secret Saving Ring Stage**

Enter COMMANDO at the password screen.

**TOOL NO. 1****Become the Camera**

Enter either Tournament or Vs. mode. At the character select screen, press and hold L2 + R2 while selecting a character. Release the buttons after you've made your selection.

**Alternate Costume**

At the character selection screen, press \* followed by one of the attack buttons.

**Play as the Bosses**

Finishing the Quest mode lets you play as the bosses. Finish Quest One for SNORK, Quest Two for MUFU, Quest Three for UDAN, and Quest Four for Toe Robo (Mia's Dungeon).

**Winning Paces**

Press high, medium, low, or guard for different winning poses.

**TOKYO HIGHWAY BATTLE****Max Money**

After the opening FMV, press and hold L1 + L2 + R1 + START + \* on controller two as soon as the character flag background appears. Continue to hold the buttons until the title flashes and the words flash flying in from the sides.

**TORE RAIDERS****Max Ammo and All the Guns**

Push SELECT to get to the inventory screen, then press L1, \_ R2, L2, L2, R2, (X, L).

**TOTAL ECLIPSE TURNED****Level Select**

To bring up a level select, first go to the

main menu. Press and hold the SELECT button, then press (X, L1, \_ Release the SELECT button and press (X, L1, L1, \_ , L1, L1, \_ , Use + and + to scroll through the stage select.

**10 Continues and More**

Pause during gameplay, select Options, and press (X, L1, L1, L1, L1, L1, R1, Go to the picture on the right and you should see a skull. Press (X, \_ L1, L1, R1, \_ and the game should restart. This will give you ten continues, ten planes, and ten plasma shots.

**Stage Select**

Enter the options menu, then go to the password entry area. Press and hold SELECT, then press (X, L1, \_ Release SELECT and press (X, L1, \_ L1. If you entered the code correctly, a stage select will appear and you can go to any stage in the game.

**TRIPLE PLAY 97****Guaranteed Home Run**

The following code must be entered for each batter while in Home Run Derby or a normal game. Press and hold L1 + L2 + R1 + R2, then press \*, \*, \*, \*, \*, \*, X, X. Very quickly, you will hear a chime to confirm correct code entry.

**Super Players**

If you want to play with some secret super players from the Triple Play 97 development team, go to the Custom Player option at the manager screen. Next, open your instruction booklet to the left page and enter any of the names from the credit list.

**Mystery Stadium**

To play in the hidden mystery stadium, first go to the stadium select screen. Press L1, R1, L1, R1, then hit START.

**TWISTED METAL****Level Passwords**

warhouse didn't we fare +  
freeway fire for all X  
river park ramble X  
assault on cybusta X  
rooftop combat X X  
battle with mecen X X

**Super Codes**

invincibility X  
infinite weapons  
arena showdown (to cars) X  
helicopter view X X (After entering the Helicopter View code, you must use your normal method of changing views to access the helicopter view. This code only works in the arena and on the rooftop.)

**TWISTED METAL 2****Random Car Select**

At the car selection screen, press and hold R1 to randomly select a car.

**Hidden Characters**

Enter the following codes at the car selection screen.  
Mason: L1, \*, \*, +  
Sweet Tooth: L1, L1, +

**Special Moves**

You can perform these moves at any time during a match. They will drain energy from your super moves meter in the lower right-hand corner of the screen, but it will regenerate over time.  
freeze blast: \*, \*, +  
ripshot: \*, \*, +  
jump: \*, \*, +  
shield (lasts 3 seconds): \*, \*, +  
near attack (fires currently selected weapon): \*, \*, +  
mine: \*, \*, +  
cloaking device (makes your vehicle invisible for 3 seconds): \*, \*, +  
reverse flame blast: \*, \*, +, \*, \*, +  
reverse ripshot: \*, \*, +, \*, \*, +  
sell your soul (exchanges weapons for health): \*, \*, +, \*, \*, +, \*, \*, +  
meat special (lets any car exchange all its special weapon power to use the mid-box special weapon) while firing mecha guns: press \*, \*, +

**Hidden Two-Player Tracks**

At the two-player track select screen enter the following codes.  
Jet Moto: \*, \*, +, R1  
Cyberbot: \*, \*, L1, R1  
Road Trip: \*, \*, R1, +

**Level Codes For Medium Difficulty**

Avul  
Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Greenmopper**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Hammerhead**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Mr. Grimm**

Moscow: X, X, X, X  
Paris: X, X, X, X

Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Spectra**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Twister**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Mr. Sam**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Outlaw 2**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Road Kill**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Shadow**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X  
New York: X, X, X, X  
Antarctica: X, X, X, X  
Holland: X, X, X, X  
Hong Kong: X, X, X, X  
Dark Tooth: X, X, X, X

**Thumper**

Moscow: X, X, X, X  
Paris: X, X, X, X  
Amazona: X, X, X, X



New York  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Amsterdam  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Holland X  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Hong Kong  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Dark Tooth  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$

Whitdog  
 Moscow  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Paris  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Amersfoort  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 New York X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Amsterdam X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Holland  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Hong Kong  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Dark Tooth  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$

**V-TENNIS**  
**Hidden Player: Play as Matsuo**  
 Highlight Match at the mode select screen. As the player select screen enter L2, L2, R1, R1, R1  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , X. You will hear a laugh bounce to confirm the code entry.

**Hidden Player: Play as Adonius**  
 At the player select screen, hold the but-  
 tons  $\Delta$ , L1, R2,  $\Delta$ ,  $\Delta$ , X. You will hear a  
 ball bounce to confirm the code entry.

**BUFFALO HERDS**  
**Extra Experience Points**  
 Some levels have healing circles (Heal  
 Two and Thirst). After the enemies have  
 been vanquished the Healer in Act  
 Three doesn't attack all other ene-  
 mies have been defeated; place your  
 mages on the circles and repeatedly cast  
 Mystic Shield or Bless Weapon on your  
 self. You get 15-17 exp, each time. Doing  
 a few turns of this will give them needed  
 HP and extra spells.

**VIEWPOINT**  
**Level Codes**  
 Enter the following passwords at the  
 options screen:  
 3-1 CGG 4-1 KGG  
 3-2 CLJ 4-2 KLD  
 3-3 ORR 4-3 KRU  
 2-1 FJD 5-1 MJU  
 2-2 FLD 5-2 MLD  
 3-4 FNN 6-1 PGL  
 3-1 HGD 6-2 PLO  
 3-2 HLG 6-3 PRD  
 3-3 HRL

**See the End-of-Level Movie**  
 Pause the game and press  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  
 $\Delta$ ,  $\Delta$ , L1, L2, R2, R1

**Invincibility**  
 Pause the game and press  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  
 $\Delta$ , X,  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ , L1, R1, SELECT

**VS. BANSHEE, BT**  
**Field Of Dreams Code: If You**  
**Budie, It Will Come Cheer**  
 Choose Exhibition from the main menu.  
 On the following screen highlight  
 credits and press  $\Delta$ ,  $\Delta$ ,  $\Delta$ ,  $\Delta$ . Upon  
 correct code entry, you will return to the

prebuds menu and the stadium name  
 will be green. Start the game and you  
 will be playing in a field of corn com-  
 plete with farm house and barn. The only thing  
 missing is Kevin Costner.

**WWF WRESTLEMANIA**  
**Full Combo Meter**  
 To give your player a full combo meter at  
 the start of a game, go to the player  
 select screen and hold L1 + R2.  
 Continue to hold the buttons and press  
 $\Delta$ , X, L1,  $\Delta$ . The worst Combo will  
 appear to confirm code entry. You will  
 also notice that the combo meter will  
 refill faster when it is depleted.

**Unlimited Combos**  
 To make the combo meter show up for  
 every move, first go to the character  
 select screen, hold L1 and R2, then  
 press  $\Delta$ , X,  $\Delta$ ,  $\Delta$ ,  $\Delta$ . The combo meter  
 will appear behind your character after  
 you correctly enter the code.

**Invincibility**  
 Press the START button to pause at any  
 time during the game, then press X,  $\Delta$ ,  
 R2,  $\Delta$ . The screen will flash. When you  
 unpauses, you will be invincible.

**Stop the Timer**  
 Press the START button to pause the  
 game, then press X,  $\Delta$ , R2,  $\Delta$ . The  
 screen will flash. When you unpauses,  
 the timer will be stopped.

**Super Strength**  
 Press the START button to pause the  
 game, then press X,  $\Delta$ , L2,  $\Delta$ . The  
 screen will flash. When you unpauses,  
 your wrestler will incur extra damage.

**Weakens Opponent**  
 Press the START button to pause the  
 game, then press X,  $\Delta$ , L2,  $\Delta$ . The  
 screen will flash. When you unpauses,  
 all of your opponents attacks will do  
 less damage.

**WWF IN YOUR HOUSE**  
 Pause any time during a game to enter  
 any of the following codes. The screen  
 will flash to confirm entry.  
 Charge combo meter with one hit. R1  
 L2, R2, L2,  $\Delta$   
 Increase damage of each attack.  $\Delta$ ,  $\Delta$   
 L1, L2,  $\Delta$   
 Decrease damage of each hit.  $\Delta$ ,  $\Delta$ ,  
 L1, L2,  $\Delta$

Turn off computer-controlled opponents.  
 $\Delta$ ,  $\Delta$ ,  $\Delta$ , R2  
 Automatic super press.  $\Delta$ ,  $\Delta$ ,  $\Delta$ , L1  
 No damage. R2, L2, R2, L2, R1

**WRESTMANIA**  
**Level Passwords**  
 Mission 1  $\Delta$  X  $\Delta$  X  $\Delta$  X  $\Delta$   $\Delta$   
 Mission 2  $\Delta$   $\Delta$  X  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 Mission 3 X  $\Delta$  X  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 Mission 4  $\Delta$  X  $\Delta$  X X  $\Delta$   $\Delta$   $\Delta$

Mission 5  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 Mission 6 X  $\Delta$  X  $\Delta$   $\Delta$  X  $\Delta$   $\Delta$

**Complete Code List**  
 Preview catalog text  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 Check special upgrades text  $\Delta$   $\Delta$   $\Delta$   
 X X  $\Delta$   $\Delta$   
 We have a la mode infinite weapons.  
 Invincible  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  $\Delta$  X  
 Infinite weapons (non-invincible)  $\Delta$   $\Delta$   $\Delta$   
 $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 That mode (9999 flash bombs, uber-  
 power)  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Talk mode (super swimmers, uber-look-  
 cool) X  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 Preview movies  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 Face to face with intel  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 X  $\Delta$   $\Delta$   $\Delta$   
 Krell's door is open  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  
 Above third force field  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$  X  
 $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Above second force field  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 X  $\Delta$   $\Delta$   $\Delta$   
 Above first force field  $\Delta$  X X  $\Delta$   $\Delta$   
 $\Delta$  X  $\Delta$   
 Sternland  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 In with the gas keeper  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  
 $\Delta$   $\Delta$   $\Delta$   
 West gauntlet boss  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  
 East gauntlet boss  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 Gauntlet level  $\Delta$   $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   
 Volcano boss is active  $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Volcano level 7  $\Delta$  X X X  $\Delta$   $\Delta$   $\Delta$   
 Anshup use burger open X  $\Delta$   $\Delta$   $\Delta$  X  
 $\Delta$   $\Delta$   $\Delta$   
 Post-transformation wishup X  $\Delta$   $\Delta$   $\Delta$   
 $\Delta$   $\Delta$   $\Delta$  X  
 Anshup level X  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Approaching time  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 In the canyon with Crystal  $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 $\Delta$   $\Delta$   $\Delta$   
 In the canyon with Beta  $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 $\Delta$   $\Delta$   $\Delta$   
 In the canyon with Amber  $\Delta$   $\Delta$   $\Delta$  X  
 $\Delta$   $\Delta$   $\Delta$   
 Canyon level  $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Desert all but done  $\Delta$  X X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 Pyramid has risen  $\Delta$   $\Delta$  X X  $\Delta$   $\Delta$   $\Delta$   
 Desert level  $\Delta$   $\Delta$  X X X  $\Delta$   $\Delta$   $\Delta$

**WON VUL THE WORLD**  
**Change Costumes**  
 If you want to wrestle with the old cos-  
 tumes for Hulk Hogan or Sting, press  
 START to select the wrestler rather  
 than X.  
**WAPEDUT XL**  
**Accessing Raper Class**  
 Go to the main menu and highlight rap-  
 er. Press and hold L2 + R2 + START  
 + SELECT +  $\Delta$ . Next, either find a hand  
 or manually use your name to press X  
 and enter the breakneck Raper class.

**Accessing the Hidden**  
**Seventh Inck, Rinstar**  
 Go to the main menu and highlight rap-  
 er. Press and hold L1 + R1 + START  
 +  $\Delta$  +  $\Delta$  +  $\Delta$ . Next, either find a hand

or train your dog to press X and race on  
 the impossible Rester track.

**Turbo Start**  
 To activate a turbo start, you need to  
 have the red red bar on the second line  
 from the end when the announcer says  
 "Go." To do this, try pressing the accel-  
 erator as the orange light comes on, or  
 as the announcer says "Go." Each vehi-  
 cle has a different acceleration rate, so  
 you will have to experiment with each of  
 them to get the timing right.

**WAPEDUT XL**  
**Game Codes**  
 To enter the following codes, keep L1 +  
 R1 + SELECT pressed down anywhere in  
 the menu.  
 phantom ship X X X  $\Delta$   $\Delta$   $\Delta$   
 phantom data  $\Delta$  X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 track cheat (enables you to race the fast  
 car tracks on easy)  $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$

To enter the following codes, pause the  
 game and hold down L1 + R1 + SELECT  
 menu gun  $\Delta$  X  $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 infinite energy  $\Delta$  X  $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   
 infinite weapons X X  $\Delta$   $\Delta$   $\Delta$   $\Delta$   
 infinite time  $\Delta$   $\Delta$   $\Delta$  X  $\Delta$   $\Delta$   $\Delta$

**Access the Arcade Challenge 1**  
 $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$   $\Delta$

**Little Animals Instead of Ships**  
 Press and hold L1 + R2 + SELECT +  
 START when you first boot up Wapodut  
 XL. Continue to hold them until the title  
 screen comes up.

**WORMS**  
**New Weapons, Easier Helix Rope**  
 Go to the options screen and enter the  
 Weapons option. Move the cursor to  
 where it is not highlighting any words,  
 then press X +  $\Delta$  seven times. This will  
 change the options, making several new  
 weapons available as well as making the  
 Helix rope easier to use.

**ZERO DIVIDE**  
**Hidden Mini Game**  
 Power up your game and hold START +  
 SELECT on controller two until the dis-  
 cothelopes logo appears. If done correctly,  
 a full-length shooter called Phoenix  
 will appear.

**Phoenix Invincibility**  
 Enter the Phoenix action screen, high-  
 light the speed option, and press  $\Delta$ ,  
 L2 + R2 +  $\Delta$ , all at the same time. The  
 background will turn red and you will  
 now be invincible.

**Computer Vs. Computer**  
 To make the computer play itself, go to  
 the title screen and hold L1 + L2 + R1 +  
 R2. Highlight player one and hold  $\Delta$ . Be-  
 sure that the cursor is on Vs.  
 Play. While still holding all four  
 buttons, press START.



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**Face it—you're a Code Junkie.** You need every new PlayStation cheat and password, and you want 'em now. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

## BATTLE-ARMY CONSOLIDATION

### Random Character Select

Who really uses a random character selector? I don't see the point, but I'll tell you how you do it, anyway. At the character select screen, just press and hold L1 + L2 + B3 + B1.



4. With so many different characters available, you might have a hard time choosing who to play as. Use the random select to leave the choice up to chance.

## DESCENT MAXIMUM

## Museum Codes

Here is a perfect example of how a few good codes can make an average game much more entertaining. Some will make the game easier, but it's those crazy psychotropic codes that should really get you excited. Flip out! You enter these codes during game play, so don't miss.

- [illegible]



▲ **Have Dessert** **Himalayas** into a crazy psychedelic drive on Hwy. 100! (No car, no prob.)

8. Full Shields X X O X O X O X O X O X  
9. Go Wingnut Dry OH X O O X O X O X O X  
10. Turbo X X X X X X O X O X X X X  
11. Face Lift X X X X X X X X X X X  
12. Robots Move Fast, Fire Slow X O O X O X O X  
X X X  
13. Colors X X O X X X X X X X  
14. Add X X X X X X X X X X X  
15. Mega Wives Zow! (Mega Wife/Kays/Lovest)  
X X X X X X X X X X  
16. All Accessories X X X X X X X X X X  
17. Hello Minnel X X X X X X X X X X

## SYNOPSIS

### Play As The Bosses And The Hidden Characters

It takes some work to get the bosses, but at least you will see all the final cameras. To make it easy on yourself, set the camera difficulty to Very Easy and the movies to One.

**Zhuang Liang:** First, you must beat the game with Guai Yu, Zhou Yu, Zhao Yun, and Zhang Fei. You can then find Zhuang Liang on the character select screen to the left of Zhao Yun or to the right of Dao Chan.



**Cao Cao** Beat the game with Xiaohu Dun, Chen Wei, Xu Zhu, Lu Xun, Talpa O, and Cao Chen. You will find Cao Cao to the left of Zhu Yun or to the right of Cao Chen or the character select screen.



**Lu Bu** First, control Zhuge Liang and Cao Cao, then beat the game with them. You will find Lu Bu to the right of Cao Cao on the character select screen.

**Shun Shang Xiang** At the title screen, press \* , + , + , \ , 2, RT A chime will sound to confirm correct code entry. Shun Shang Xiang will be to the right of Lu Bu on the character select screen, and you don't have to beat the game with anyone to get in:



Mokunaga You must  
first earn the boss Li  
Ba Then press +

• at the title screen. A chime will sound to confirm correct code entry. You will find Nabunaga to the right of Shun Sheng Xiong on the character select screen.



**Toukichi:** You must first earn the boss Cao Cao. Then press **△**, **□**, **△**, **□**, **R1**, **R2** at the side screens. A chime will sound to confirm correct code entry. You will find Toukichi to Nobunaga's right.



## Joe Meri

## Enable Secret Codes

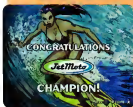
You'll find a Jet Moto code in this issue's Code Bible that unlocks all the tracks, but the rest of the codes were useless unless you were able to beat the entire game as Professional—until now! To get the "Codes Enabled" message to appear just do the following: Enter the Options menu and set the difficulty to professional and the laps per race to six. Go back to the title screen and press **START** on the controller one. A sound will confirm entry and a "Codes Enabled" message will appear. Now just enter any of the secret codes from the Code Bible, like unlimited turbo!



Finally, the elusive codes-enabled screen. Now you can use all these cool secret codes—if you're not one of those Jet Moto wannabes who already got to this screen the hard way.

## View All the Endings

To view all the endings, enter the Options menu, set the difficulty to Amateur, turn off the turbo, and turn off the people. Now select Credits while holding down **L2** on controller one.



Now you can see what you've been missing by not beating this very challenging game.

## NBA SPORTSMAN '97

## Super All-Star Difficulty

Do you think you're bad? Highlight Difficulty in the Game Options screen, then press **L1**, **R1**, **L2**, **R2**. You will now see a new difficulty level called Super All-Star Difficulty.

## GAME OPTIONS

GAME MODE - SIMULATION

● DIFFICULTY - SUPER ALL-STAR

RACE LENGTH - 3 MINUTES

RACE REPEATS - 10

CPU ASSIST - OFF

COMMISSIONER - ON

FOR ASSIST

A When you enter the Super All-Star code, this is what you should see. Now you can get your car whipped all the time.

## Extra Players

This really doesn't make a difference in gaming, but it's still a trick. Go to the Create Player screen. Enter any of the names from the credits list in the back of the instruction manual, and adjust the statistics to your liking. Add the created player to any of the teams. Whenever you score with that player, the announcer will call out the player's name.



A Is it your ultimate wish to play as a video game developer? I know it mine.

### WORDS IN WARDEN: THE RETURN OF THE MOST VILLAGED

#### Passwords for the 31 Levels

Enter the following passwords at the password screen if you want to skip around to see all the different levels.

1. NTR0
2. 1ST5
3. 2ND5
4. TRSH
5. SWIM
6. WOLF

(Continued on next page)



A Once at Level 30 from the main menu to get to the screen, notice how the passwords, when entered out, spell out word. Some of them would make decent license plates.

## tip lines

Need a little extra help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't mention these lines, so we aren't responsible for the information available on them.

Accolm	(510) 769-7800
Accolde	(800) 454-HINT
Activision	(800) 880-HINT
American Technos	(408) 453-8828
ASC Games	(920) 855-0032
Asci	(800) 288-2724
Atlas Software	(714) 952-2351
Bantel	(310) 826-0947
BNG	(415) 330-0900
Cepcom	(909) 680-2583
Crystal Dynamics	(800) 737-4767
Dats East	(800) 454-5435
Eidos	(800) 773-4367
Electronic Arts	(800) 288-4458
Fox Interactive	(310) 369-3900
GT Interactive	(800) 522-1787
Hot-B	(415) 558-9501
Interplay	(714) 553-6855
Jealeo	(947) 215-1511
KOEI	(415) 348-0500
Kokopeli	(800) 370-HINT
Konami	(800) 886-4468
Lucas Arts	(415) 507-4545
Maxis	(510) 993-5630
Microprose	(410) 771-1151
Midway/Williams	(800) 874-5052
Mindscape	(800) 737-4468
Nemco	(800) 737-2282
Ocean	(408) 288-1200
Playmates	(714) 428-2112
Pygnosis	(800) 678-4498
Ready Soft	(905) 475-4801
SCEA	(800) 833-7669
Sierra	(800) 370-6533
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 757-6800
Technos	(408) 453-8828
Tecmo	(310) 787-2900
THQ	(800) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 382-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(800) 288-GAME
Viacom	(303) 739-4019
Vic Tokai	(905) CALL VIC
Virgin	(800) 288-4744
VR Sports	(714) 955-9592

7. TIME	20. DARK
8. KAFFY	21. HROD
9. BOMB	22. HROD
10. WROD	23. LOST
11. BLKS	24. GSDY
12. TUPT	25. HONG
13. GYSK	26. SHCK
14. GDSV	27. TMLV
15. FOTG	28. HOLL
16. GDSK	29. APH
17. HGRV	30. SADD
18. GVAL	31. DADY
19. TING	



With these passwords, you can go anywhere you want, and not even stop your Frosty card, huh?

### TENKA All Weapons On

This gives you all the bad-ass weapons right from start, very cool. Press START to pause the game. Press and hold L1, tap  $\Delta$ , RT,  $\Delta$ , G, R1, G, G, G; then release L1.



The coolest thing about this game, other than the ability to shoot off the legs of enemies, is the weapons. When you can shoot out with all of them, it doesn't make the game much easier, but it does make it a lot more fun.

### Level Select

Some of the levels can be quite challenging, so here's a level select for those too wimpy to deal. Press START to pause the game. Press and hold L2, tap O, O,  $\Delta$ , R1, O,  $\Delta$ , O, then release L2.



A cool putting your hair out when you get stuck on a level. Now you can go anywhere you want...

### TRIPLE PLAY 95

#### EA Drivers Team

To play with EA's super team and their mad-out cars, go to the team selection screen and press L2, R2, L2, R2. Then move over to the 33rd overall team to find the dream team.



A There should be a Dream Team in every sports game, so the uncoordinated out there can at least compete.

### Extra Fields

At the stadium select screen, press L1, R1, L1, R1,  $\Delta$ . You should be able to play on Ebbets Field, the Polo Grounds, and the Coney Field.



A Not enough stadiums in the game for you? Well, there's always extra stadiums to play in. It's always back to your dream to play in a pure field.

### WAR GODS

#### Godly Cheats

Each of the following cheats have one code to turn them on and one to turn them off. They are a little reminiscent of MK codes—brmm. I wonder why?

#### Enable Free Play in the Options Screen

0765 (on), 5090 (off)

#### Make Player One Invincible

2358 (on), 6532 (off)

#### Make Player Two Invincible

1234 (on), 4221 (off)

#### Player One Causes More Damage

7879 (on), 9787 (off)

#### Player Two Causes More Damage

3661 (on), 1663 (off)

#### Finish the Game After Killing One Computer Player

4258 (on), 6534 (off)

#### Pressing HP + UK Triggers a Fatality

0322 (on), 2230 (off)

### Level cheats

Level 1: 5555 (on), 5555 (off)

Level 2: 5551 (on), 5551 (off)

Level 3: 5552 (on), 5552 (off)

Level 4: 5554 (on), 5554 (off)

Level 5: 5555 (on), 5555 (off)

Level 6: 5556 (on), 5556 (off)

Level 7: 5557 (on), 5557 (off)

### XENIOUS 3D

#### Free Continues in Xenious 3D

Highlight Xenious 3D, press and hold L1, L2, R1, R2, then press  $\Delta$  to select. During the loading screen, continue to hold the shoulder buttons and rapidly tap  $\Delta$ . The number of credits will increase to five.

#### Hidden Sings

Hehehehe (player one only): Yes, that's right—it's a flying Hehehehe from the Tekken series! Highlight Start



a Hehehehe is slow, but you learn to love his swifty hold spot. Paul, on the other hand, is amazingly fast—watching him very hard to control. Paul must be taking his style tips from Kid and Pogo's Kid...

Game at the title screen, then press and hold  $\Delta$  +  $\Delta$  + START. The game will start. Continue to hold the buttons until your ship turns into Hehehehe.

Paul (player 2 only): Highlight Start Game at the title screen, then press and hold  $\Delta$  +  $\Delta$  + START. The game will start. Continue to hold the buttons until your ship turns into the big-haired Paul from the Tekken series.

Black Ship: Highlight Reset at the title screen, then press and hold L1 + L2 + R1 + R2 + SELECT. Game Start should now be highlighted, press START. Continue to hold all the buttons until your ship turns into the black ship.

Fat Ship: First, get the black ship. Go back to the title screen and highlight Exit in Configuration Mode. Now start the game again by entering the button combination for the black ship.

Twisting Ship (Xenious 3D): Yet another reason to own a NeoGeo—you can use it to twist your ship.

#### Debug Mode (Original/Xenious)

At the Xenious title screen, press  $\Delta$  + X + START. Debug Mode will appear and the game will start. This mode was apparently featured in the original arcade machine.

## game shark codes

▶ **How To Use:** Enter the code exactly as listed below.

### Extra Weapons

Infinte Lives  
Infinte S Laser

XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX

### All Keys

Extra Weapons  
Extra Weapons  
High Armor Class  
Infinte Blue Mana  
Infinte Green Mana

XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX

### Mystery Super Code

XXXXXXXXXX

### Extra Car and Truck

XXXXXXXXXX

### Infinte Health Character 1

Infinte Health Character 2  
Infinte Health Character 3

XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX

### Infinte Health

XXXXXXXXXX

### Infinte Health P1

Infinte Health P2  
Infinte Psychic Power P1  
Infinte Psychic Power P2

XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX  
XXXXXXXXXX

### Infinte Race Title

Piece First

XXXXXXXXXX  
XXXXXXXXXX

### Extra Vehicles

Super Championship Mode

XXXXXXXXXX  
XXXXXXXXXX

## CHARACTER CODES

### Chewbacca Special Moves

All commands are listed for the right character as long as the right

### The Incredible Hulk

#### Best Gear: Time

Gamma Torpedo: + + + + + any punch

Horizontal Gamma Charge: + + + + any lock

Vertical Gamma Charge: + + + + any lock

Quick Ground Chuck: + + + + + any punch

Special Move—Ground Chuck: + + + + all punches (then any punch to throw)

Infinity Combo: + + + + all punches

### Iron Man

#### Best Gear: Soul

Unibeam: + + + + + any punch

Air Unibeam: + + + + + any punch in midair

Repulsor Blast: + + + + + any punch

Smart Bomb: any punch + any lock (same strength)

Smart Bomb Drop: any punch + any lock in midair (same strength)

Speed—Flight: + + + + all locks (also be executed in midair)

Infinity Combo: + + + + all punches

### Spiderman

#### Best Gear: Power

Web Ball: + + + + any punch

Air Web Ball: + + + + any punch in midair

Spider Sting: + + + + any punch (punch again for downward slash)

Web Swing: + + + + + any lock (can be executed in midair)

Web Throw: + + + + + any punch (the direction of the attack depends on which punch button you use)

Infinity Combo: + + + + all punches

### Captain America

#### Best Gear: Power

Shield Slash: + + + + any punch (the direction of the Shield Slash depends on which punch button you use)

Air Shield Slash: + + + + any punch in midair (the direction of the Shield Slash depends on which punch button you use)

Stars 'n Stripes: + + + + any punch

Cartwheel: + + + + + any punch

Charging Stars: + + + + + any lock

Infinity Combo: + + + + all punches

### Webster

#### Best Gear: Power

Drill Claw: any direction + any punch + any lock in midair (same strength)

Air Drill Claw: any direction + any punch + any lock in midair (same strength)

Berserker Barrage: + + + + any punch (tap punch repeatedly for more hits)



Tomato Claw: + + + + any punch (tap punch repeatedly for more hits)

Infinity Combo 1: + + + + all punches (tap punch repeatedly for more hits)

Infinity Combo 2: + + + + all punches

### Blackheart

#### Best Gear: Posity

Dark Thunder: + + + + + any punch (the direction of the Dark Thunder depends on which punch button you use)

Close Lightning Inferno: + + + + + any punch (the direction of the Close Lightning Inferno depends on which punch button you use)

Ice Inferno: + + + + + Strong, Strong

Fire Inferno: + + + + + Pierce, Pierce

Infinity Combo 3: + + + + all punches

Infinity Combo 4: + + + + all locks

### Psycho

#### Best Gear: Power

PsyFlash (Downward): + + + + any punch (can be done in midair, the direction of the PsyFlash depends on which punch button you use)

PsyBlast: + + + + any lock (can be done in midair)

Mythic Teleport: + + + + + any button (can be done in midair, Psychos will teleport to different parts of the screen, depending on which button you use)

PsyDrill: any direction + punch after Mythic Teleport (can be done in midair)

Infinity Combo 1: + + + + all punches (can be executed in midair)

Infinity Combo 2: + + + + all locks

Infinity Combo 3: + + + + all locks (can be executed in midair)

### Juggernaut

#### Best Gear: Space

Juggernaut Punch: + + + + + any punch

Earthquake: + + + + any punch

Juggernaut Splash: + + + + + any lock

Cytorek Powerup: + + + + Strong + Pierce

Infinity Combo: + + + + all punches

### Magneto

#### Best Gear: Space

EM Disruptor: + + + + + any punch

Air EM Disruptor: + + + + + any punch in midair

Magneto Wave: + + + + any punch in midair

Hyper Grav: + + + + + any lock (can be executed in midair)

Gravitation: + + + + all locks

Infinity Combo 1: + + + + all punches

Infinity Combo 2: + + + + all locks (can be executed in midair)

### Shuma-Gorath

#### Best Gear: Time

Mythic Stone: charge + + + any punch

Mythic Smash: charge + + + any lock (can be executed in midair)

Blue Sliver: + + + + + any lock

Infinity Combo: This is a two-part Infinity Combo. First, execute + + + + all punches.

Second, hit Strong, Forward, Pierce, or Roundhouse to grab (can be done in midair).

# LETTERS

Welcome to the premier forum for PlayStation fans, where we dig into today's hottest issues

PSM isn't just a passive experience, so drop us a line at PSM Letters, care of Imagine Publishing, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, we're at [psm@imagine-inc.com](mailto:psm@imagine-inc.com).



## We Want Total 2!

Given Square's Just Dance to these great stick-on gamers...

Just putting my two cents in for a U.S. release of Total 2. This Sony customer demands that either Sony rescues Total 2 itself, or Sony fixes my PlayStation so I can play imports without risking damage to my hardware. One or the other! It's only fair.

Douglas Fisher  
[dfisher@mp.org](mailto:dfisher@mp.org)

With the recent announcement that Total 2 is not going to be released in the U.S., it is possible that Sony intends to seize control and go ahead and release the title, since it has the rights to do so? If so, does the third-party company get any profits from this?

Douglas Hig  
[dmg@ncc.com](mailto:dmg@ncc.com)

► **CHRIS** We received tons of mail on this subject. Unfortunately, the people I talked to at Sony would love to release Total 2 here, but Square is the one putting a stop to it. Check out "Ask Sony" (page 110) for more info. Are you listening, Square? America does want Total 2! Hey, everybody be sure to check out our coverage of Total 2 in this month's Japanese column (page 24)!

Will PSM be dedicating any print space to the infamous "skipping bug" problem found in early PlayStations? Four replaced PlayStations later, my games play with no problems. However, I never received a straight answer from Sony as to why my PlayStation was skipping at the first place. Does anyone know the real story on this? Don't ask Sony—I don't believe there was a problem to begin with.

David Roe  
[886166@ubi1.ubi.edu](mailto:886166@ubi1.ubi.edu)

► **NOAH** Hopefully our trouble-shooting feature (page 82) will answer most of your questions. A couple of quick tips for keeping your new PlayStation running smoothly: don't sit it on the carpet and put it on a flat, smooth surface so air can get to the cooling vents underneath. It may also help to unplug the power cord after use. The key is to find ways to keep the unit cool, since most of the skipping problems are caused when the machine overheats. Sony has taken steps to fix the problem—the latest batch of systems include modifications that will finally put an end to all of the problems that have plagued PlayStation owners in the past hopefully.

Isn't it about time we saw some games that weren't diving, fighting, or first-person shooters? I'm getting tired of seeing the same games over and over with different graphics.

Xan Pierce  
[kensperce@hotmail.com](mailto:kensperce@hotmail.com)



► **NOAH** Amen. If you're really looking for something new, keep an eye out for these games (some are already out, the others will be out soon): Parappa: The Rappa, Aquanaut's Holiday, Carnage Heart, and I.Q. Intelligent Cube! These games are way out there, man!

Two games in particular: Aeon Flux (Macrom) and Ghost in the Shell are of major interest to me. Do you have any info on these projects, like when will we see them stateside? Both are based on their anime roots, and have major cult followings. They should sell well given the increased popularity of anime in the U.S. MTV put Aeon on the map, that game is years overdue. What's the deal? Any word is a welcome one...

Mars Plastic  
[marsplastic@bfn.net](mailto:marsplastic@bfn.net)

► **STEVE** Since I am a big fan of Anime myself, I am always glad when an Anime-based game makes it over to Western shores. However, the An-

ime fan base in the U.S. is still comparatively small, so domestic companies seldom believe the games will do well here. The Aeon Flux game has been in production for quite a while now, and PSM will strive to gain more info about it. As for Ghost in the Shell, it is slated for a late summer release in Japan but will probably not show up on domestic shores.

Hi! I came across your web site from Ultra GP online, and I would like to wish you the best of luck in making PSM the best mag available for the PlayStation. I live in Singapore, and I recently acquired my PlayStation. I have had many systems before, but sadly all of them are now obsolete. My first 3D PC system was 3D0, and I must say I made a big mistake. So it was only after a lot of thinking that I purchased another system, since I didn't want to make the same mistake twice. And I think I made the right choice in getting a PlayStation instead of N64 or Saturn. However, I have two questions: I hope you can help me with:

1. I have heard rumors that Sony will introduce a 64-bit system soon. Is this true? If so, how much longer will the present system be around?
2. In Singapore, we get a lot of Japanese systems. This is fine, except we can only play Japanese games. It makes a lot of difference since our first language is English! As such, we are unable to play games from the U.S. Why does Sony make two incompatible systems, and how can we play U.S. games in Singapore if we can't get U.S. systems?

Mohamed Kefi Aon  
kpl@bangnet.com.sg

► **STEVE:** I'm certainly glad you made the right decision to get a PlayStation. How can you go wrong with such a huge library of games?

1. As for a Sony 64-bit system, I am sure Sony would have nothing to gain by releasing a new system too early. It will still have great pieces for the PlayStation, so I wouldn't predict a new console to rear its head until at least Christmas '98. Besides, we still have a ton of very cool games to look forward to—*Metal Gear Solid*, *Codename: Snavely*, and *Final Fantasy VII* just to name a few.

2. PlayStation contains "territorial lockouts" for several reasons. Mostly, it helps each branch of Sony Japan, Europe, U.S., etc.) control its own marketing and profits. As for playing U.S. games on your Singapore system, you can use swap methods as well as a "Hood" chip conversion (see other letters, and our troubleshooting guide on page 60).

I've read that *Mega Man X4* won't be coming to the PlayStation in the U.S. Well, I'm a fan of every *Mega Man* game, and I want to play *Mega Man X4* on the PlayStation! Alas, will the *Street Fighter* Collection be on the U.S. PlayStation? It has three games, right? *Super Street Fighter II*, *Super Street Fighter II Turbo*, and the Japanese version of *Street Fighter Alpha 2*?

Wih  
wih@hmail.com

► **STEVE:** I was greatly concerned when I found out that *Mega Man X4* might not be released in the U.S.; I decided to call up Capcom to get the real scoop, and they assured me that *X4* is still scheduled for a

July/August release. We'll just have to wait, hope, and see. The *Super Street Fighter Collection* will definitely be heading to the U.S. this August, and the second disc will feature the game *Super Street Fighter Alpha Zero Gold*, which is a special version of the *Alpha Zero 2* game from Japan, minus the "Tag-Team" mode. For the full scoop, check out our review in this very issue!

O.K., well, I have to say that this new map is an AWESOME IDEA!! And I hope it becomes the best map in the world. Now here are my questions:

1. Chris, will you still wear the purple cape at PSM?

2. Is it possible that a new PlayStation will be released in the next year or so?

3. Is *Final Fantasy VII* really worth the wait?

Derek Major  
vagn@ppp.net.com

► **Believe the hype, Genesis-PSX is for real!**



► *Super Street Fighter Collection is on its way...*



► **CHRIS:** Thanks for the kind words, Derek! As for your questions...

1. Those "cape" rumors were started by one Bill Deschene; I'm perfectly normal—here's the cape link.
2. I really wouldn't bet on seeing the next PlayStation until Christmas '98, at the earliest.
3. Yes, *Final Fantasy VII* is definitely worth the wait! :) Believe me, you won't be disappointed!

I have just one question: Where in the world is the sequel to *Warhawk*?

Freddie Avalos  
Favalos@cc.com.net

► **STEVE:** I talked with SingleTree about a possible *Warhawk* sequel, and they have no plans at this time. They are, however, busy working on *Jet Moto 2*, which should be a great game in its own right.

### Gotta Get Modified To chip, or not to chip?

What are the legal issues surrounding the popular mod-chips for the PlayStation? As the media gets new game information to us faster, we become impatient that much sooner. This problem is exacerbated by announcements that some of these games will never make it to the U.S. like *Tobal 2*. The disinterested gamer will find a way to play the imported games, through the use of a mod-chip.

I've heard rumors that Sony is trying to stop the sales of these chips, and I am curious about its chances of success. If Sony has no legal grounds, perhaps you could provide a service to gamers by providing a centralized source of information about these chips, and where to get them. Thanks, and good luck on the new magazine!

Ben Hubbard  
benh@apex.com

I would just like to say good luck with your new magazine. I hope it works for you because I am a loyal PlayStation owner, and I like to read all of the news about it I can. I actually have one question I would like to ask: will there ever be a card PlayStation owners can buy that will let us play Japanese games on the American system? I know the supply Saturn has one, and I was wondering why PlayStation doesn't. Thanks and good luck!

David White  
tdwhite@worldnet.att.net

► **NOAH:** Legally, it's kind of a grey area. Sony certainly doesn't encourage getting your PlayStation modified, and if you go through with it, your warranty will be voided. However, it's not like the FBI is going to kick down your door or anything. I know several people who are very happy with their modified PlayStation. However, for every 18 satisfied owners, there are probably three or four who have a horror story.

So, modify at your own risk. Do some checking around, and if you do decide to go through with it, make sure you choose a reputable company to avoid any unpleasantness. However, the only sure-fire 100% safe way to play Japanese games is simply to buy a Japanese PlayStation.

PlayStation is a great system, and it deserves a great magazine. I think you should focus on the problems with PlayStation, so they can be solved. The magazine should enforce and encourage the ideas of readers, so maybe they could become true. I hope the magazine becomes a success.

Carl Carlson  
webmaster@boundless.codes.com

► **CHRIS:** Carl, you must be a modder! Our main goal here at PSM is to serve as the ultimate resource for



hard core PlayStation fans like yourself. And just because we're PlayStation, we're not going to shy away from the tough problems. Just take a look at our PlayStation troubleshooting guide in this very issue—we're already talking about things other mags wouldn't dare go near. As for letting readers put in ideas, we're trying very hard to encourage this, and just as hard to make sure that your input is heard throughout the industry. Together, we're gonna really shake things up!

**[Warning: This is one of those strange letters that always appear in a magazine's first issue!]**

Dear PSM, I think you guys are great! PSM is my favorite PlayStation-only magazine. You guys know what's up in the latest news and previews, and your reviews are so informative. I buy every game you search highly. It's great that you cover imports as extensively as you do, and your RPG coverage is bar none. It's nice to see all this great content pulled together with an industry-leading layout and graphic design. Kudos to PSM and your great public service to all us devoted gamers!

Adam Ziegler  
adam@att.net

► CHRIS Thanks, Adam! You know, when we first started PSM back in the mid-80's, an awful lot of people laughed at the idea of publishing a PlayStation magazine before there was even a PlayStation. But we held in there, and thanks to the support of loyal readers like you, we're the ones laughing now! Cool site, by the way ([dmgeneration.com](http://dmgeneration.com)).

I hope PSM will not follow a typical method used in videogame magazines where they put huge pictures of upcoming games on their covers, but then the magazines only have one paragraph of text about the cover image! That always ticks me off. Also, I hope you have a

comprehensive tips section. Yeah, I know only us peeps people use codes, but hey, it's fun! Thanks

Paijo  
tj@tntnet.com

► CHRIS Yeah, that always ticks me off too, so you can expect things to be a little different here. Just take this issue, for example. We've worked hard to put a 16-page strategy guide, a full review, and other goodies behind our Final Fantasy VI cover. With PSM, what you see on the cover really is what you get inside the mag!

Dear PSM,

I wish the new PlayStation Magazine will feature more Japanese information, it would be an nice enhancement for the mag. Thanks, and have a great one!

Jack Chang  
Henz@tntnet.com

► BILL Jack, your prayers have been answered! PSM will feature a monthly column called "Nihon Game Otaku" (Japanese Game Addict) that will feature Japanese domestic PlayStation info. Whether you have a modified American console, a regular Japanese one, or are just curious, you can keep up on what's going on in the Land of the Rising Sun. ARGATO!

**Getting To Know You**  
You told us what you want, and we're listening to you!

Hey guys, congrats on the new mag—I can't wait to pick up the first issue! If your eye-patched logo is any clue, I'm sure the same reverence of Ultra GP will shine through, and hopefully the same journalistic integrity. Can you tell me how you are going to distinguish yourselves from the other PlayStation-only mags? Min. their previews and news are so

lame, I hope yours can at least give us a little more lowdown on playability and whether the game is worth the dualist. Thanks and good luck!

Jon  
JONATHAN@BROAD.COM

► CHRIS Well, I can't say we're going to be quite as "lesser" as UGP, but you can bet that we're not going to be dry like some of those other stale mags, either. And don't worry about getting your in-depth previews—that's a PSM specialty!

First off, I would like to thank you guys for finally creating a dedicated PlayStation magazine. I know your PSM will be THE PlayStation mag to get, and you can count on my subscription. I am a very recent N64-to-PlayStation convert. I only now realize how AMAZING the Sony system is, and how puny the N64 is in comparison. And so "32-bits vs. 64-bits" arguments—the quality of the games is the only important factor, period. Anyway, enough ranting. I wish you guys later luck, and remember with this new mag, anything less than godly would be a letdown. I know you can pull it off, though.

Matthew Wetton  
mewen102@ix.netcom.com

► NOAH You're welcome, Matt. I know, it's about time. Just be sure to stick with us over here on the good side—and stay N64-free, OK?

It's great you guys are putting together this magazine. I'm sure it will get the grade-A treatment that has made Image's other mags like Next Generation so popular. Your staff seems pretty experienced to be giving us PlayStation owners the up-to-date info we hungrily seek. I consider myself a born-again gamer. I missed out on the 8- and 16-bit eras, with my last systems being the Atari 2600 and ColecoVision (see note "Smurfs!"). I avoided contributing to the deep pockets of Nintendo and decided to contribute to the deep pockets of Sony.

I have never been more satisfied and amused with a particular electronic gadget as I have with my PlayStation. It continues to peak my interest with the sheer choice of software, and it always keeps me coming back. One reason a Sony's marketing campaign really let the mask with me—I am a twenty-something who likes an edge and some complexity to my games. I got back into gaming fast by playing computer games (trial did), but PlayStation holds a unique part due to its one of setup and mobility. Well, just thought I'd wish you guys luck. See ya on the 'net and on the newsstand!

Dave Hernandez  
DaveH102@worldnet.att.net

► STEVE Thanks for the comments, Dave. It's unfortunate that you missed out on the of 8-bit days of gaming. Castlevania, Final Fantasy, and Metal Gear were all amazing games back then, but luckily they are showing up once again on the PlayStation and now are even better. We're glad that you're as happy with your PlayStation as we are. It's a wonderful machine, and Sony has done a great job marketing it.





## The "Next" PlayStation? Everybody wants to know about Sony's next big console...

I've heard rumors about a PlayStation upgrade set to release this fall. Can you deny or confirm these rumors?

Joshua Jones  
mlindstone@aol.com

Is it true that Sony plans to bring out a new system in 1999? Will it incorporate DVD technology? Also, what about the graphics card or chip it is going to use? So many new cards are out now that surpass the PlayStation. Also, what will be the estimated price at launch? Keep up the good work! I have followed you guys since you first started! How about a job?

Rod Aradon  
raron@earthlink.net



A PlayStation 2 console. Sony's PlayStation 2 will have plenty of life left.

► **NCAH:** Thanks for your early dedication to our fine magazine. Come to think of it, we've been looking for someone to go around and pick up our Neil ammunition after we've launched it all at each other. Sound like fun, Rod?

Anyway, no "official" announcements have been made about any kind of PlayStation 2 just yet. But you can be sure we'll bring you the news first, so stay in touch (and in

the meantime, keep an eye on our rumors column...).

Can you please have a neat nicely sized section on RPGs? Most magazines tend to shy away from this particular genre. Why doesn't Sony like 2D? It happens to love *MegaMan & Lost*, what happened to *MegaMan Battle & Chase*?

Debra Rouser  
debra@public.net

► **STEVE:** I personally love RPGs, so you can be sure this is one genre that won't be left behind. Be sure to check out our in-depth *FFVII* review and strategy guide, in the issue.

Don't worry, Debra, Sony doesn't hate 2D. Look at *Castlevania* and any of the *Street Fighter* games. It just wants to make sure only high-quality games are released. I don't believe it has a bias against a game just because it's not 3D. As for *Battle & Chase*, it's pretty much earned, and trust me when I say it certainly won't be missed.

I am glad to finally see a dedicated PlayStation magazine. I am definitely going to subscribe. I also am very glad to see you

curious as to whether we will see the same for a similar genre engine that *Blood Omen: Legacy of Kain* used? I loved the game, and there is nothing else like it—as far as I can see, anyhow.

Jonathan Eske  
jonhskan@msademy.com

► **STEVE:** Nice to meet you, Jonathan. Crystal Dynamics does not really have plans to use the *Blood Omen* engine for any other titles right now. But if you're into that whole dark and macabre genre of games, then you might want to be on the lookout for *Allegory of the Heartless*. Crystal hasn't released much info about it yet, but it looks to have some of the same elements that made *Blood Omen* such a unique and successful title.

Best of luck on your new publication! D.K., I've heard talk of a *Tomb Raider* supplemental game—not TR2, but a disc that is supposedly titled "Unfinished Business" that takes place at the end of the first game. Is there any truth to the speculation?

TR was my favorite title last year, and anything loosely *Lara*-related makes me stand up and take notice. I'm sure you know. And again, g'luck with *PSM*!

Yael Pines  
cyberkash@hotmail.com

► **STEVE:** You're right about the add-on disc for *Tomb Raider*, but it will only be available for the PC. The title is indeed *Unfinished Business*. It will feature two new missions, and hopefully it will tide you *Lara*-crazy gamers over until this November, when *Tomb Raider 2* gets released.

I would really like to see Namco release an action/fighting title. Just imagine taking the role of Nene Williams and infiltrating the Nephem empire to assassinate Hellhairs. Or maybe Lei-Wu Long. With his arsenal of spinning kicks, he could easily take on several opponents at once. Does Namco have any plans for a sequel to *Soul Blade*?

Thomas Pritchard  
thomas@citybenton.com

► **STEVE:** Namco doesn't have any plans for an action/fighting game right now, but Midway does. Titled *MM: Mythologies: Sub Zero*, it takes the fighting elements established in the *Mortal Kombat* series and puts them into a side-scrolling action game. Look for *Mythologies* to be released in the fourth quarter of 1997.

As for a *Soul Blade* sequel, Namco hasn't revealed anything yet, but I'm betting on an arcade release early next year. System 12 board, anyone?

I received a card in the mail for a free subscription to your magazine. However



A *You Like Blood, ah Jonathan?* Then just wait 'til *Allegory...*

have classifieds available to everyone, as well, they should prove to be a good way to buy and sell games. Anyway, I was

I would like to know if there are any strings attached.

boomeran@netcom.com

► **Steve:** As with all of IGN's magazines, there are no catches. Send in the card and check out the first issue. If you don't like the mag, simply return the bill with "cancel" written on it. We'll take care of the rest.

## Talking Back

Your report is critical—keep it coming!

I was quite pleased to see that IGN is going to begin publishing a PlayStation-only print magazine. As a subscriber to *Next Generation* for the last couple of years, I have greatly enjoyed the adult approach to gaming, as well as the hard-

hitting articles and interviews that the magazine has to offer. I just have a few questions for you. What will be the editorial philosophy of PSMP? What age group will you be trying to reach?

I am 27 years old, married, and have two kids, so my gaming time is limited—and therefore precious. That makes me a very picky game consumer. NG has always been a great help in choosing software (as well as PSX Power, a PlayStation-only magazine with this maturity level of NG would be ideal for me. I look forward to reading your reply.

John Barnes  
johnbarnes@proynet.com

I noticed there are a lot of people coming to your mag from UGP magazine. Are

we to expect all of the word humor and letter responses that make UGP so cool?

Ryan Monte  
monte@Excel.Net

► **Chris:** What, you guys sure have lots of questions about our new mag? As you can see for yourself with this issue, we're taking a slightly more elite approach, but we're still looking to be a bit more lively than NG. As the other veterans, we're also not going to be as in-depth as UGP—instead we're hoping to bring out our own unique personality. Be sure to write us back after a few issues and let us know what you think!

Dear PSMP:  
I just wanted to say good luck to all of you

contributing to this magazine. I am a subscriber to *Ultra GamePlayers* (which I think is a very good magazine), but I am also glad that a magazine will be totally devoted to the Sony PlayStation. With PSMP I can look forward to more reviews, previews, and looks for the PlayStation—this is a goal I will definitely get the first issue in August, and will then mail in my subscription. What can I say? It's about time for a magazine like this, considering the popularity and adult game-oriented nature of the PlayStation. Well, that's about it. I know it's difficult to begin a new magazine, but I have confidence that PSMP will be a success. Until August, my friends...

Al Messina Jr.  
Al.Werlock@aol.com

► **STEVE:** Thanks for the encouraging words. All you can rest assured that PSMP will strive to be the best PlayStation magazine on the reader's



# ASK SONY

Dear Sony:  
Why can't *Totals 2* coming to the U.S.? The game is great, much better even than the first one.

Scott Spencer  
Spencer@netcom.com

► **Squire:** Soft Inc. announced in April 1997 that *Totals 2* would not be released in either North America or Europe. It is following a Square's official statement.

*Totals 2*, which was released in Japan late April 1997, is not coming out in the U.S. Sony Computer Entertainment America has been strongly requesting us to reconsider this, but unfortunately we cannot meet their expectations due to development costs.

*Totals 2* has been highly popular from *Totals 1* with regards to fanbase or character, game system, and so on.

Because of these vast favorable actions, it turned out to compromise the local version process. The result is that a lot of technology improvement needs to be made, and an enormous amount of time needs to be spent on this process. We cannot afford right now. Also, the development schedule of *Devil May Cry* is next one has been laid, and the inter-relationship between that has accelerated the decision as well.

Dear Sony:  
I am just about as loyal as a PlayStation supporter can be. I've had my PS since October 1995, I have over 40 games, and I have stuck by Sony and its PlayStation because I believe it is easily the best system on the market. However, this brings

me to the point of my letter. Two things that upset me about Sony are:

1. The fact that Sony feels that it must decide for me what games I want to play. I'm very upset about the cancellation of *Mega Man Battle & Chase* and *Mega Man X4*. I am sick of Sony's "No 2D rule, as I am sure most PlayStation



owners are. We have missed several games because of this, and I don't want to miss any more. I know 3D graphics are nice, but platform games are still very popular, and the age-related No 2D rule has got to go.

2. I am sick of censorship in video games. If Sony censors *Final Fantasy VII*, then the game won't have the same feel that makes it the best RPG of all time. Not just *Final Fantasy VII*, but all PlayStation games, and us "older folk." I'm 21! I need things in games that relate to us. I was so surprised that the infamous "sh..." word made it into *Vendol*. I don't think it was my point—wherever a game has an "M" logo on the front, no one under 17 can buy it anyway.

In conclusion, give us our 2D games back and don't censor the words and

content (within reason) of another developer's hard work and creativity. Thank you for your time.

Dave Hagedorn  
BuryMe72@aol.com

► **1:** First, let me assure you that we here at Sony Computer Entertainment America do not have a "No 2D rule." When it comes to evaluating content for the PlayStation, our goal is to do every thing possible to ensure that PlayStation titles are of unique, groundbreaking interest, and have high-quality sound and graphics—taking full advantage of the console's advanced capabilities.

In fact, the breadth and depth of the software available for the PlayStation only benefits the consumer by offering the best games representing a variety of genres, including sports, action, adventure, fighting, platform, RPGs, and so on. In the past, Sony Computer Entertainment America has a committee that helps determine which games will be published by third-party companies for the PlayStation. This process is as objective as possible and consists of eight to 12 individuals who review all proposals. The committee is made up of technical research and development staffers, account managers, and members of our test department, all of whom are veteran gamers. We will continue to work closely with our third-party partners.

2. Sony Computer Entertainment America has started with the very beginning and it has no intention of changing or modifying Square's masterpiece *Final Fantasy VII* for its U.S. release. Like the

music and film industries, the video game industry also adheres to a rating system developed by the Interactive Digital Software Association (IDSA). The IDSA will evaluate *Final Fantasy VII* according to its guidelines already set forth, and will give the product the appropriate rating. After the product is rated and sent to market, it is then the responsibility of consumer and parents to purchase appropriate content.

Dear Sony:  
Yes, I'm wondering why your company decided not to release Capcom's upcoming *Mega Man Battle & Chase*. I was looking forward to them immensely, as were many others. Capcom's games are high-quality, and sell well. *Mega Man X4* is a guaranteed hit—just look at the sales of the previous *MM* games. These will always be a huge group of people who buy them. If you want my advice, filter out garbage like *Lethal Enforcers* and *Cyber Killer*. Don't deny us Capcom's high-quality software.

Brian Wilson  
PSBW@aol.com

► We work very closely with our partners to ensure the best possible games are released in North America. Sometimes that means we have to say no, but generally it is a reallocation of development resources to something even cooler for PlayStation.

The History:  
Video: PlayStation Third Party Best of Best and Product Licensing  
Sony Computer Entertainment America

# TOP THIS!

## Challenge #1: Ace Combat 2

So you think you're an ace? Prove it.

Nash's pretty darn good at Ace Combat 2, and we're looking for someone who's good enough to be his wingman. If you can get all of the most badges, filling in every single one of the available slots on the badge screen, then you must be a real Top Gun. We want to hear about it. Send us a photo or a videotape of the most badge screen to prove your worth, and we'll hook you up with some killer PSM gear and a shiny new flight stick. So, man your guns and enter ASAP!

## Challenge #2: Final Fantasy VII

Can you beat our time for disc one?

Here's a cool contest for all you RPG fans out there. We played through the first disc of FFVII and finished with a time just under 27 hours. Do you think you can beat it? Here's the challenge: simply play to the end of disc one and take two pictures—one showing the option screen (where it states the total playing time) and one of the "Please insert disc 2" screens in videotape will work, too. Get the lowest time and you'll win some cool PSM goodies, plus a tack one-handed RPG control pad!

## Challenge #3: Felony 11/79

Just how fast are you?

So you think you're a bad-ass criminal? Then send us a picture of your best time for the first course, "Down Town." If you're the fastest crook in town, we'll print your exploits, then send you a tough new stainless wheel controller and some street-legal PSM gear for your troubles. But only the crook with the best time gets the goods. To back up your talk, send us a picture or a videotape of your television screen—be sure your final time is clearly visible. Better read up on this dave's strategy guide!



Is Sony trying to protect us gamers from bad games, or is it a CD Ripper? Nooooo...

Dear Sony,  
I would like to know when you plan to release the dual analog pad in North America, considering it has already been released in Japan with Rebel 2.

Steven Leung  
SLUN06247@aol.com

► Sony Computer Entertainment recently announced the North American release of the analog controller. The controller will be available September 1997, and is expected to retail for \$29.99. It is expected that it is a thin 40 has been written to compare with the controller by the end of 1997.

Dear Sony,  
I am very pleased with the new attention you have been giving RPGs lately. I am very excited to know that Square and Enix will be making PlayStation games, I am wondering if most of these games will be exclusively for the PlayStation, and I was also wondering if Sony is talking with any other great RPG development

houses, I've heard something about Working Designs.

Russell Rosales  
WRedM61@aol.com

► Sony Computer Entertainment America is committed to the RPG category. With the addition of Square Co. Ltd. and Enix and their numerous franchises (the Dragon Quest and Final Fantasy franchises) are two platforms or choice for RPG fans. Sony will be publishing the Final Fantasy VII for the PlayStation. Final Fantasy VII is a Super Nintendo game that is being released with a new 3D RPG title for the PlayStation. The game is being published by Working Designs.

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Dear Sony,  
I've heard rumors that the new redesigned PlayStation is cheaper to manufacture and that it is likely the price will drop to \$29. Can you at least give me your personal opinion if you think the price will drop and when?

Jason  
dazath165.com

► The PlayStation Network is a place where you can find out more about the PlayStation Network. It's a place where you can find out more about the PlayStation Network. It's a place where you can find out more about the PlayStation Network.

Dear Sony,  
Why did you abandon the link cable? It is such a great idea. I know tons of people who use it whenever possible. I work at Toys R Us and hear from a lot of unhappy gamers who would have liked a linked Twisted Metal 2 or Conquest and Conquest. Please push the link cable to your developers, it will catch on now that there is a wider user base.

Phil Reno  
ap1@comcast.net



We do our best to support the developer.

I heard that a PlayStation upgrade named PlayStation C has been confirmed. Is this true? Just to let you know, if there is going to be an upgrade released, I will definitely buy it. Thank you.

Michael Collin  
collin1@aol.net

We are overconfidence of who we make. Success of PlayStation was our first product. It is a long time to be in the market. We plan to introduce a new line.

working design/updates at TheStation at the job.

The PlayStation 2 is a big step forward. You will see several examples of next-generation software that will be coming out. PlayStation 2 is a big step forward. You will see several examples of next-generation software that will be coming out.

Dear Sony,  
Will the price for the Net Naze be going down anytime soon?



Why wasn't Twisted Metal 2 link Cable compatible to Sony killing the cable?

Mike Kelas  
UGM mikela@excite.com

The Net Naze is a great opportunity for novice programmers to begin developing content for a console platform. Sony Computer Entertainment America has a lot of help to keep the cost of the program at \$150. Allowing PlayStation developers a lot would cost an individual thousands of dollars.



COMING NEXT MONTH IN ISSUE TWO OF PSM...

RESET



## Castlevania: Symphony of the Night

We blow the doors off this game with a complete walk-through strategy guide you can really sink your teeth into. Our advanced tricks and tips are definitely not for the faint of heart!

## The Complete Guide to PlayStation Peripherals

Page after page of peripherals—every single PlayStation joystick, steering wheel, and light gun reviewed and rated. If it plugs into the PlayStation, you'll find it here!



## Final Fantasy VII Strategy Guide, Discs 2 & 3

Our RPG experts are hard at work even as we speak, digging through the later parts of *FFVII* and putting together all of the top tips to make you a master!

## Parappa The Rapper Finally Hits the U.S.!

The weirdest game of all time is about to hit American shelves, and we're celebrating with a full review, a super-cool contest, and all the tricks and tips you'll need to become a master rapper. Remember, "You gotta believe!"



## Don't forget about our regular top-notch features:

- ▶ The latest PlayStation headlines
- ▶ The newest PlayStation codes
- ▶ The most PlayStation games

**Absolutely EVERYTHING** that has to do with PlayStation!

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  - ▶ X-Men Vs. Street Fighter
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MONTH!





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Serve the Hero by Gaining



Watch out for snake-headed Medusa and her Gorgon Terrors Spat.



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from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.  
From the original editors and writers,  
to everyone involved in acquiring and digitizing these magazines.*

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